

THE FUTURE OF AMIGA COMPUTING

# AMIGAACTIVE

ISSUE 15

DECEMBER 2000

## New Amigas Announced

Details inside

## Start Making Sense

We lift the confusion surrounding  
the Amiga's future

## Home Automation

Amigas in control of your house!

# Nightlong

Welcome to the Dark Future

## PLUS...

Descent: Freespace

OS 3.9 Announced

ImageFX Tutorial

Next Gen Games

DrawStudio 2

PCI Ethernet

...and AmiBench Talks!







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**OS 3.5 £34.95**  
THE NEW AMIGA  
OPERATING SYSTEM  
**OS 3.5 DEVELOPER KIT £19.95**

## AMIGA OPERATING SYSTEMS

Amiga 3.5 OS - the very latest Amiga OS for all Amiga models (it requires 3.1 Kickstart ROM and a CD-ROM drive)	£34.95
Amiga 3.1 OS for A1200 Full Full version of OS 3.1 with ROM chips	£39.95
Amiga 3.1 OS for A1200 ROMs only ROM chips for the A1200	£25.95
Amiga 3.1 OS for A3000 Full Full version of OS 3.1 with ROM chips	£39.95
Amiga 3.1 OS for A3000 ROMs only ROM chips for the A3000	£25.95
Amiga 3.1 OS for A4000 Full Full version of OS 3.1 with ROM chips	£39.95
Amiga 3.1 OS for A4000 ROMs only ROM chips for the A4000	£25.95
Amiga 3.1 OS for A500/600/2000 Full Full version of OS 3.1 with ROM chips	£35.95
Amiga 3.1 OS for A500/600/2000 ROMs only ROM chips for the A500/600/2000	£19.95
Amiga 3.1 OS disk set & 4 manuals Software & manuals only (no ROMs)	£19.95
Amiga 3.1 OS disk set only - software only	£9.95

For all SCSI cables, spares please call or see our e-commerce web site.

**NEW OS 3.9**  
THE LATEST UPDATE OF THE AMIGA  
OPERATING SYSTEM  
**AVAILABLE DECEMBER 2000!**  
(REQUIRES KICKSTART 3.1)



## MEDIATOR PCI BUSBOARD

**new** 4 PCI slots - PCI 2.1 compatible - Transfer rates between PCI cards up to 132MB/s - Ready to run with existing Amiga 68K and PPC accelerator cards.  
See page 25 or our web site for more details.

## MEMORY EXPANSION BOARDS

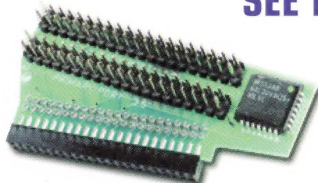
A1208 Bare	£29.95
A1208 with 8MB SIMM	£39.95
A500+ 1MB Chip RAM - Expand Chip RAM	£19.95
A500 2MB RAM	£49.95
A600 1MB Chip RAM	£24.95
CDTV 2MB RAM	£49.95

## MEMORY MODULES & FPU'S

4MB SIMM - 72-pin	£14.95
8MB SIMM - 72-pin	£19.95
16MB SIMM - 72-pin	£39.95
32MB SIMM - 72-pin	£79.95
32MB SIMM Slim - 1260 & 1240 desktop	£89.95
64MB SIMM - 72-pin single sided	£139.95
128MB SIMM Slim - 72-pin single sided	£199.95
1MB ZIP RAM static column for A3000	£16.95
20MHz PLCC FPU - 68882 for 030/020	£10.00
33MHz PLCC FPU - 68882 for 030/020	£15.00
40MHz PGA FPU - 68882 for 030/020	£20.00
50MHz PGA FPU - 68882 for 030/020	£29.95

**EIDE99 4-way buffered  
interface with advanced  
feature software**

**SEE PAGE 25**



## A1200/A4000 MOTHERBOARD ADD-ONS

Catweasel ZII MK2 - For Zorro Amigas, inc. Buddha IDE controller for up to six IDE/ATAPI devices	£79.95
Catweasel MK2 - High density floppy drive controller for A1200	£49.95
Kylwalda - Allows use of a standard PC floppy drive as replacement for DF0	£14.95
Catweasel, Kylwalda & HD PC floppy drive Special bundle inc. a high density drive	£75.95
Catweasel & HD PC floppy drive	£59.95
Buddha Flash - Zorro IDE controller for all Zorro Bus Amigas	£49.95
Twister MKII - Fast Serial Interface for the A1200 to improve internet access	£29.95
Silver Surfer - Fast Serial Interface for the A1200 to improve internet access	£24.95
HyperCOM3+Z - Two fast serial ports/ one fast parallel port for all Amigas with Zorro connectors	£49.95
HyperCOM3+ Desktop - Two fast serial ports /one fast parallel port for A1200 with clock port	£49.95
ProMidi - Midi port for all Amigas	£24.95
iOBlix 1200 P	£49.95
EPP Parallel Port for Mustek Scanners	£49.95



**SPECIAL OFFER ONLY £99.95**  
**Amiga 1200 Magic Pack**

## AMIGA 1200 & MOTHERBOARDS

Amiga 1200 Magic Pack The original desktop 1200, with software	£99.95
Bare Motherboard inc. 3.1 ROMs The original A1200 motherboard	£94.95

## 2.5" IDE HARD DRIVES

6.4GB IDE - inc. IDE cable & install disk	£189.95
10GB IDE - inc. IDE cable & install disk	£279.95

## 3.5" IDE HARD DRIVES

4.3GB IDE - inc. IDE cable & install disk	£69.95
8.4GB IDE - inc. IDE cable & install disk	£79.95
10.2GB - inc. IDE cable & install disk	£89.95
15GB IDE - inc. IDE cable & install disk	£99.95
20GB IDE - inc. IDE cable & install disk	£109.95
30GB IDE - inc. IDE cable & install disk	£129.95

For different sizes, please see our web site.

## 3.5" SCSI HARD DRIVES

9.1GB SCSI - 50-pin or 68-pin UW	£209.95
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**SPECIAL DEALS  
ON 3.5"  
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**Ultrathin 8x ATAPI CD-ROM  
Drive complete with 4-way  
buffered interface & EIDE '99,  
Allegro s/w, cables**



## NEW PHASE 5 & DCE PRODUCTS

### ACCELERATOR BOARDS FOR A1200

Viper MK2 68030	£49.95
Blizzard 1240 68040 40MHZ	£159.95
Blizzard 1260 68060 50MHZ	£279.95
Blizzard SCSI-2 Kit - for 1240/1260	£69.95
200MHZ PPC 603/68040 33MHZ - N/A SCSI	£249.95
200MHZ PPC 603/68040 33MHZ - with SCSI	£309.95
200MHZ PPC 603/68060 50MHZ - N/A SCSI	£399.95
200MHZ PPC 603/68060 50MHZ - with SCSI	£459.95

### ACCELERATOR BOARDS FOR A3000/4000

Cyberstorm MKIII 40MHz 68040	£359.95
Cyberstorm MKIII 50MHz 68060	£469.95
Cyberstorm PPC 604 233MHz 68040 40MHZ	£439.95
Cyberstorm PPC 604 233MHz 68060 50MHZ	£559.95

### ACCELERATOR BOARDS FOR A2000

Blizzard 2040 40MHz 68040 - Inc SCSI	£269.95
Blizzard 2060 50MHz 68060 - Inc SCSI	£369.95
Cyberstorm PPC 604 200MHZ/040	£500N

### GRAPHIC CARDS

BVision - for PPC 603, new MK2 version	£189.95
CyberVision PPC 604	£199.95
CyberVision 64 3D	£169.95
ScanDouber with Flicker Fixer - Int.	£79.95
ScanDouber with Flicker Fixer - Ext.	£79.95

**CYBER STORM PPC  
AVAILABLE NOW!**



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<b>PRODUCTS</b> ..... ..... ..... ..... <b>TOTAL (+ delivery) £</b> _____	<b>NAME</b> ..... <b>ADDRESS</b> .... ..... ..... <b>POSTCODE</b> ..... <b>TEL No.</b> ..... <b>CARDHOLDERS NAME</b> ..... <b>CARD TYPE (EG. VISA)</b> ..... <b>CREDIT CARD No.</b> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <b>SIGNATURE</b> ..... <b>EXPIRY</b> .....
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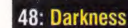
Make cheques payable to Power Computing Ltd



So long, Petro.



We stayed up all night reviewing this one. No, we really did. You wouldn't believe it. Then we watched *Bladerunner* again.

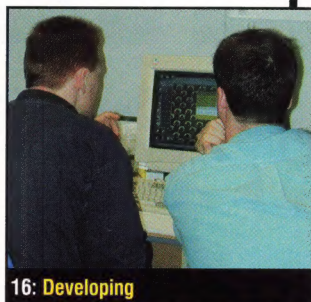




# Features

## 16 Making Sense

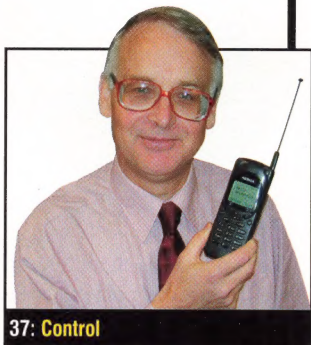
You may find yourselves pondering the Amiga's future and confusing yourself trying to make sense of all the recent announcements. Never fear, Amiga Active leads you through the PR smoke and marketing mirrors to show you what's really going on.



16: Developing

## 30 CD Writers

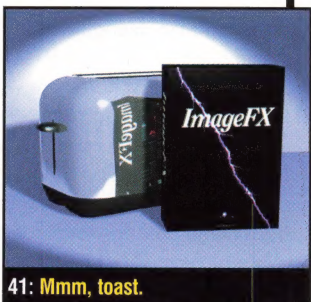
After being stuck with 4x CD writers for years, several new units are pushing back the boundaries. We look at how much the R&D boffins can improve CD technology.



37: Control

## 37 Home Automation

Amigas are beginning to take control over our homes. In a disturbing seen-it-in-the-movies prelude to a Terminator 2 style future, Amiga Active witnesses home automation, the Amiga way. It's given us new ideas. Taken us in directions we would never have thought of on our own. Noooooooo!



41: Mmm, toast.

## 41 ImageFX 4

Kermit Woodall guides us through setting up and getting the most from ImageFX 4 in the second part of our Masterclass.

# AACD 15

## MorphOS exclusive

It's been a while since we had an exclusive on an AACD, but we certainly have one this month. When we reviewed MorphOS three months ago, we were asked not to include it on the CD as it was an early beta with known bugs. We expected to get it the following month, but things took longer than that. In return for your patience, we have an exclusive version with improvements over the MorphOS available for public download. If you have a PowerPC, go straight to the AACD/System drawer of the CD and try it for yourself.

## What else is on AACD15?

We have not one but two demos of soon-to-be-released commercial games. Look in the AACD/Games drawer for playable demos of Earth2140 and Exodus

## Home Automation

The Magazine drawer contains all of the software referred to in the Home automation feature. The version of InetDial was sent to us hours before the CD was mastered, in response to comments made during the writing of the feature. You can't get much more interactive than that!

## Information

We have expanded our coverage of Amiga related mailing lists, including posts for Amiga's own OS 3.5 and general lists. This is an ideal opportunity for those of you without a net connection to read what's been going on, as well as a useful reference archive for everyone else.

## Resources

This drawer is on every AACD and contains a range of essential programs. If you get stuck, or you need to start again after a hard drive problem, this is the place to look.

## And there's more...

It's impossible to give more than a brief glimpse of some of the contents of the CD. Put the disc in your Amiga and explore the contents yourself.

CD WRITERS

After years of the same speed, CD writers seem to be getting faster every month. How much further can the technology progress?

I read this magazine when we first started and I remember the excitement of the first CD writer. It was a real milestone for the Amiga community. Now, with the advent of the CD writer, the excitement is still there, but it's a different kind of excitement. It's the excitement of seeing the technology progress so fast.

"You can see this if you use a drive where you can see the disc spinning, like a CD32."

BURN-Proof

A CD writer is a device that writes data onto a compact disc. It's a small, portable device that can be used to create backup copies of your data or to create new CDs for distribution.



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Write to the edge

"The quality of audio recording was excellent even when recorded at top speed."

The CD writer is a device that writes data onto a compact disc. It's a small, portable device that can be used to create backup copies of your data or to create new CDs for distribution.

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## Nightlong

Colorful point and click - it's only Ben Cluck's first Amiga game. Highlighting



Ben Cluck's first Amiga game, Nightlong, is a colorful point and click adventure. It's a game that's easy to play and fun to watch.

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# AmigaONE

## announced

Details of the next generation Amiga system, the AmigaOne, finally revealed.

**A**miga have released details of the forthcoming AmigaOne system. Bill McEwen, President of Amiga, made the announcement of the first next generation Amiga computer systems at the Alternative Computing Expo in Melbourne on October 21st.

"It is a specification and not a product because Amiga is a software company, not a hardware manufacturer," said Bill McEwen. "The ability of the Amiga DE [Digital Environment]

### Zico

The specification for the new machines, dubbed "Zico", is as follows:

- One AmigaDE friendly host processor (PPC, x86, Arm, SH4, MIPS)
- 64MB+ memory
- Next Generation Matrox graphics card
- Creative EMU10K1 based audio card
- 10 GB+ HD
- CD/DVD
- USB 1.0
- Firewire
- 10/100 Mbps Ethernet
- 56k modem

to host itself on multiple hardware and operating system platforms frees us from hardware dependency and gives our partners and our customers the freedom to choose the hardware that best suits their needs and tastes."

With the exception of graphics and sound cards mentioned, this is a broad specification, allowing OEMs (Original Equipment Manufacturers) a great deal of freedom in choosing components to suit the needs of their customers. We should see a variety of AmigaOne machines from different sources with choices and specifications to suit every pocket in the future.

However, this doesn't mean that anyone can put together a PC using the cheapest components, pop in a Matrox graphics card and call it an AmigaOne. Amiga went on to explain, "the AmigaOne process involves close co-operation between Amiga and our partners' hardware groups, the running of the Amiga DE on the hardware, and a thorough quality certification of the final product. Only then can the product be called an AmigaOne".

### Manufacturers & Partnerships

Amiga have been in contact with several hardware companies -



They announced that Eyetech are the first company to receive a licence to manufacture AmigaOne hardware. Eyetech will be making systems aimed squarely at A1200 and A4000 owners wishing to upgrade to the Amiga DE. Standalone systems will be released later in 2001 but the first hardware will be for current Amiga owners.

"By releasing the classic compatible AmigaOne PPC products first, we are providing a transitional path forwards for the existing community, enabling them to maximise their current investment whilst also leaping ahead with the new Amiga DE." said Alan Redhouse, Managing Director of Eyetech.

Fleecy Moss, Chief Technology Officer of Amiga Inc, stated, "Top of our requirements list was to ensure that those Amigans who have spent considerable money in staying with the Amiga would not be left out in the cold. Whilst you can't please all of the people all of the time, we think we have come up with a set of products and solutions that will put a smile on as many faces as possible."

### AmigaOne

The specification of the AmigaOne boards is:

- 6 x PCI slots (on 2 buses) + 1 x AGP slot
- Up to 512 MB SDRAM memory in 2 sockets
- 1 x CPU ZIF socket to take a low-cost Macintosh-type G3/G4 PowerPC CPU module
- 1 x custom PCI card with USB1.0 (for Amiga DE mouse / keyboard / printer / scanner / floppy disk / Zip etc), UDMA/IDE/ATAPI & 10/100 MBPS Ethernet controllers. (This card is not required for non-AmigaDE use.)
- A1200/A4000 interface logic, ATX & AT PSU connectors and tower system mounting hardware.

The Eyetech AmigaOne is a standalone G3/G4 board that can be connected to the processor slot of a towered A1200 or A4000. This gives access to the Kickstart and custom chips on the original Amiga for 100 percent backwards compatibility. The Classic Amiga's CPU is not used; instead, the G3/G4 processor on the AmigaOne will run Haage & Partner's 68K



emulation which now runs very quickly on a G3/G4 and should give equivalent or faster speeds to any existing Amiga 68K accelerator. The AmigaOne will have a flash-upgradable boot ROM, allowing it to boot into the Classic OS or the Amiga DE.

### Classic plus

All of the PCI resources on the AmigaOne will be available to the Classic Amiga, but they will require suitable drivers. Eyetech will not be writing these drivers, but will instead be concentrating on the Amiga DE operation of the board. However, they will be happy to provide support to anyone wanting to write PCI drivers for the Classic OS. Because of the way the AmigaOne fits into the A1200/4000, the Zorro slots of the host machine will no longer be available.

The AmigaONE will be available in the first quarter of 2001, with the A1200 version released first. Developer boards should be available in December 2000. It will be available in a variety of configurations, from bare board to fully loaded with CPU, memory and expansion cards. This opens up the opportunity of using G3 accelerators from the second-hand Mac market at a very low price.

The AmigaOne boards will fit into the Eyetech's Z4 make of tower and Power Computing's Power Towers. Earlier Eyetech towers are not suitable, but Eyetech will provide tower upgrades at a discounted price, as well as complete tower systems for those that have yet to tower their Amigas. Tower conversions from some other manufacturers may be compatible, although they will require some modification to the cases. Prices of the various AmigaONE options have yet to be finalised at time of going to press, but we'll bring you more details of the new systems as they emerge.

[www.amiga.com](http://www.amiga.com)  
[www.eyetech.co.uk](http://www.eyetech.co.uk)

# SDK 1.01

## for Linux and Windows

**The first update to the Linux-hosted release of the Amiga SDK has been made available for download to registered developers at the Amiga support site**

[www.amigadev.net](http://www.amigadev.net).

**Simultaneously, the first Windows release of the preview development environment has been published.**

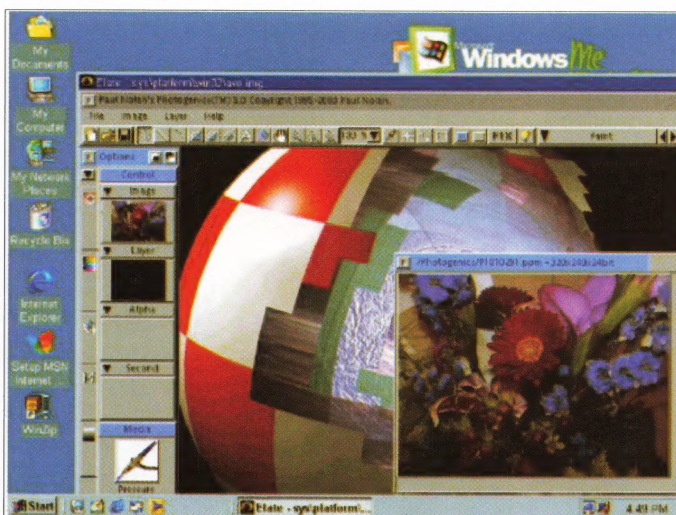
Both the Linux and Windows systems are tagged as version 1.01 of the SDK, a number that has caused some confusion within the market. It appears that this is not the 1.1 release promised by Bill McEwen and reported in AA14. Indeed this version seems to contain no new features from Tao, creators of the Elate operating system on which the SDK is based, nor any of the 3D, audio or GUI

components hinted at. These will be coming in SDK 1.2.

What is new in this release is not exactly clear. Amiga has made no concrete announcement and nobody we approached seemed inclined to comment. Obvious changes include a new default backdrop for the intent media window and bug fixes to the terminal handling (to alleviate the problems with Linux distros derived from Red Hat 6.2) and the standard C++ library, but without the changes being documented it is hard to say.

Furthermore, v1.01 is a big download (about 25 MB) for such little visibly apparent benefit. Hopefully this confusing frugality with information from Amiga is not the beginning of a trend. Thankfully, purchasers of the SDK are entitled to twelve months of free updates, and version 1.2 is promised to be out soon. We will, of course, be reviewing it as soon as Amiga send us a copy.

[www.amiga.com](http://www.amiga.com)



## Gateway Unveil Web Appliance

**Gateway have unveiled their new web appliance produced in conjunction with AOL. The \$599 Touch Pad is a PC designed exclusively for web and e-mail. It has a touch-sensitive flat-panel screen and a wireless keyboard and is intended to fit anywhere in the home, from the kitchen to the study.**

The Touch Pad is perhaps the first concrete sign of Gateway's break away from the Wintel

architecture. It is powered by Transmeta's Crusoe processor and driven by the Linux operating system. Web browsing is performed by the Mozilla Gecko engine and AOL 6.0. Not surprisingly, Gateway make no mention of Linux in their marketing blurb, however.

This device is designed to take part in the 'Gateway Connected Home', an idea which has overtones of where Gateway was going with the Amiga when they still owned it (no mention has been made of Jim Collas's



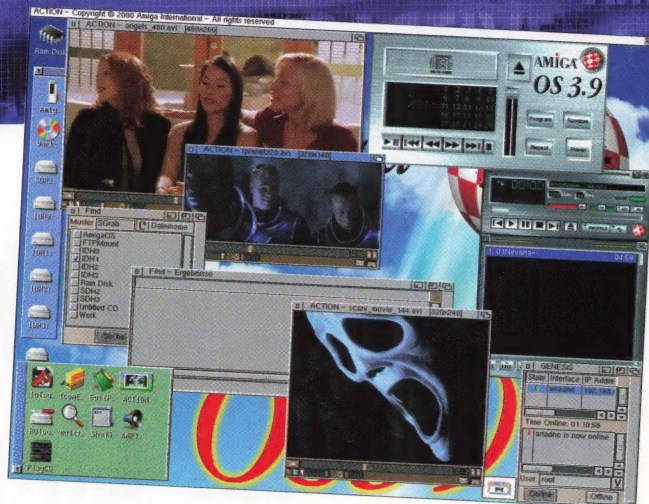
Amiga Objects, though!). In a Connected Home, all your electronic devices - your PC, your web pad, your MP3 player - can be networked. In the case of the Touch pad, this is achieved via phone-line networking - a technology that Gateway have quietly been adding to their PCs - although ethernet is also an option.

[www.gateway.com](http://www.gateway.com)



## OS3.9 will sport the following features:

- Multimedia programs (MP3 player, AVI & QT player, new CD player)
- Web browser AWEB 3.4 SE (new version)
- GENESIS (full Internet and network access)
- AmiDOCK (new program start bar)
- WarpOS 5.0 (new version)
- IomegaTools (for Zip & Jaz)
- New powerful Shell (with extensive prefs)
- Automatic Datatype recognition
- Integrated unpacker (lha, lzx, dms, zip...)
- Fast search (search for, and in, files)
- New PPC-optimized picture datatype
- Many new tools (ASLPrefs, new Info requester, new watch, font cache, new color wheel, etc.)
- Extensive HTML documentation (in English and German)



# AmigaOS 3.9 Imminent

**H**aage & Partner have almost finished work on the latest iteration of the Amiga Operating System, v3.9. The software will be simultaneously demo'd and launched at the Cologne WOA show on December 9.

Requirements of OS3.9 will be similar to those of OS3.5, including a CD-ROM drive, hard drive, 68020 or better CPU, 6MB Fast RAM and KickStart 3.1 ROMs. Recommended system specs stretch to a 68060 processor and PowerPC accelerator, 16-bit sound card, 32MB Fast RAM and an I/O

(Input/Output) accelerator (i.e. a fast serial/parallel port).

According to Haage & Partner, AmigaOS 3.9 will come supplied in "a nice CD-ROM box" with a bi-lingual booklet (English and German). Further documentation will be provided on the CD in HTML and PDF formats.

The package is expected to retail for 89 DM (around £28). Dealers are expected to offer bundles including KickStart ROMs, as they did with OS 3.5 when it was released last year. We hope to cover OS3.9 in more detail next issue.

[www.haage-partner.com](http://www.haage-partner.com)

# YAM goes Open Source

**T**he Amiga's favourite e-mailer is now open source. Marcel Beck, until now the sole programmer behind YAM (Yet Another Mailer), has released the latest version under the GNU General Public License (GPL). He states on the YAM web site, "Due to a lack of motivation, I've stopped working on YAM". Version 2.2 contains only bug-fixes.

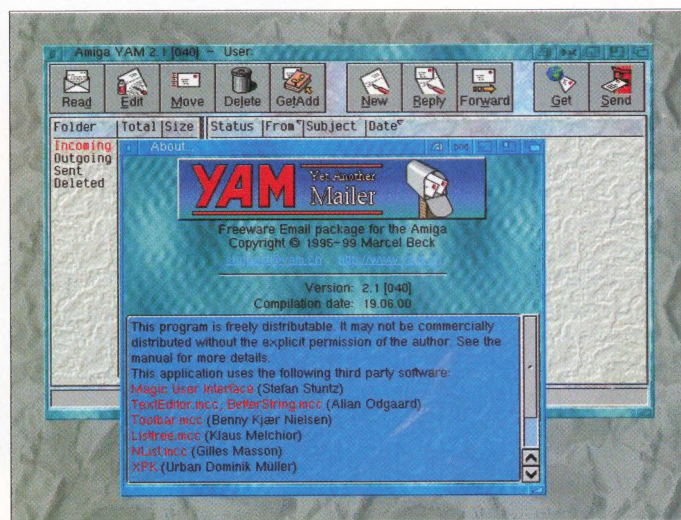
The move to the GPL and the release of the source code to YAM now makes it possible for the Amiga community as a whole to contribute to the program's further development. Beck is himself encouraging this and as a first step has set up a project on SourceForge to act as a focus. SourceForge is a web site funded by VA Linux systems, which provides free hosting services for open source projects whatever the platform, and

provides a home for such notables as MySQL, Mesa3D and Quake. Projects hosted at SourceForge benefit from web and FTP hosting, CVS services, bug tracking, web forums, mailing lists and more.

Despite the change, the future of YAM is not certain. Open source development is only successful when sufficient developers contribute to a project, and the open source phenomenon has yet to make a

big impact on the Amiga. Interest has been expressed, however, on the Phoenix and AmiOpen mailing lists in doing YAM ports for QNX RIP and the AmigaDE, respectively. Converting the MUI-based YAM to another GUI toolkit will be no small undertaking though. Hopefully, if YAM is as popular as everyone claims, it will see further updates for the classic Amiga, too.

[www.yam.ch](http://www.yam.ch)





# Microsoft's

## New Roadmap For Personal Computing

**I**f Bill Gates' keynote address at Comdex Fall in Las Vegas is anything to go by, Microsoft's chief software architect is finally waking up to the fact that the traditional software-laden desktop PC is no longer practical for everyone. Microsoft is also waking up to the promise of the information appliance market, and the growing popularity of the computing and non-computing devices being targeted by Amiga Inc. for its Amiga Digital Environment (DE).

'The personal computer is not dying, but the way we use it is changing radically' was the message that echoed throughout the address, which Gates used to explain the way Microsoft is changing its approach to both client-based and server-based computing.

Gates used his address to 12,000 press and analysts, the traditional opener to the world's biggest computer trades show, to explain that the notion of using a browser as the portable front-end to anything and everything is no longer applicable.

"This year for the first time, the browser model that has been the focus for the last five years is really beginning to show its age," said Gates.

The statement is a significant U-turn for Microsoft, which has been pushing its Internet Explorer browser as the front-end interface for server-based computing. Instead, the company is now acknowledging that it needs to look at devices for specific functions as well as at the software on it.

"People have become overwhelmed by the information available to them. They often have an e-mail mailbox full of

material that distracts them more than helps them. To change that will need an architectural approach that is very different to what we have today," Gates explained.

Gates mapped out a future where the desktop PC would not be dead, but would delegate many of its functions to other devices, such as personal digital assistants (PDAs) and larger, more powerful pen-driven computers such as a wireless tablet-like device.

Microsoft has built a number of prototypes to demonstrate what third-party manufacturers could do with a tablet PC. The basic design is about the size of a school textbook and about 1cm thick. It features a high-resolution colour screen and an 802.11 wireless Ethernet link or Bluetooth interface to communicate with the larger network or a desktop machine, which it uses as a gateway to the Internet.

It is driven much like a PDA using a stylus, but instead of handwriting recognition or a 'graffiti' language, more emphasis is put on graphic writing, as if you were scribbling on a piece of paper - allowing you to draw and write in the same space without confusion.

The device is based on an embedded version of Windows 2000, with smaller PDA devices running Windows CE and desktop machines running Windows 2000 Professional or Server, as appropriate.

The first device of this type, the MSN companion (a wireless web tablet designed for surfing the web via the MSN portal) is being developed by National Semiconductor and eMachines, and is expected to go on sale in the new year priced at \$349 (around £250).

[www.comdex.com](http://www.comdex.com)

## News in Brief

### Free local calls from BT

BT are to offer free local calls from December 1st. This covers calls to true local numbers. Non-geographic numbers such as 0845 that may be charged at local rate are not included. Although primarily aimed at voice users, this will be of interest to some Internet users who can access their ISP through a "normal" telephone number. The Talk together service costs £14.99 per month including line rental, and gives an unlimited number of free local calls at evenings and weekends, with reduced prices during the day. The only restriction is a one hour limit per call. After the first hour, calls are charged at 1p per minute.

[www.bt.com](http://www.bt.com)



### Open Hexen

Hexen II goes open source. Following on from the source releases of Hexen I and Heretic, Raven Software have now opened the source code to Hexen II as well. This fantastic 3D adventure is based on the Quake engine,

a well-known commodity, so it shouldn't be too long before we see ports to the Amiga and Linux.

[www.ravensoft.com](http://www.ravensoft.com)

### Repulse meets its maker

Alien Design have reported that they have completed negotiations for the production of their Repulse soundcard. The Repulse, a fully featured, high end 24bit / 96KHz Amiga soundcard design, will be manufactured and distributed by German company Individual computers, best known for their Catweazle and X-Surf cards. More news as it happens.

[www.aliendesign.net](http://www.aliendesign.net)

### Bplan to produce PPC AmigaOne

Amiga have stated that a standalone PPC AmigaOne machine will be produced by mystery German company BPlan, and is due for release in the third quarter of 2001. BPlan has the same address as, and at least one member of staff who used to work for, the old phase5, prompting speculation that they may have access to some of phase5's old IP and production facilities. Nobody from BPlan was available to comment, but we understand that they will be making an announcement shortly.

### NextGen Amiga on display

Amiga Partner Meternet have been displaying a range of Internet Devices during the Comdex Fall show in Las Vegas, including the new powered by Amiga wb8616JID device. For more information on Meternet, see our main feature in this issue.

[www.meter.net](http://www.meter.net)

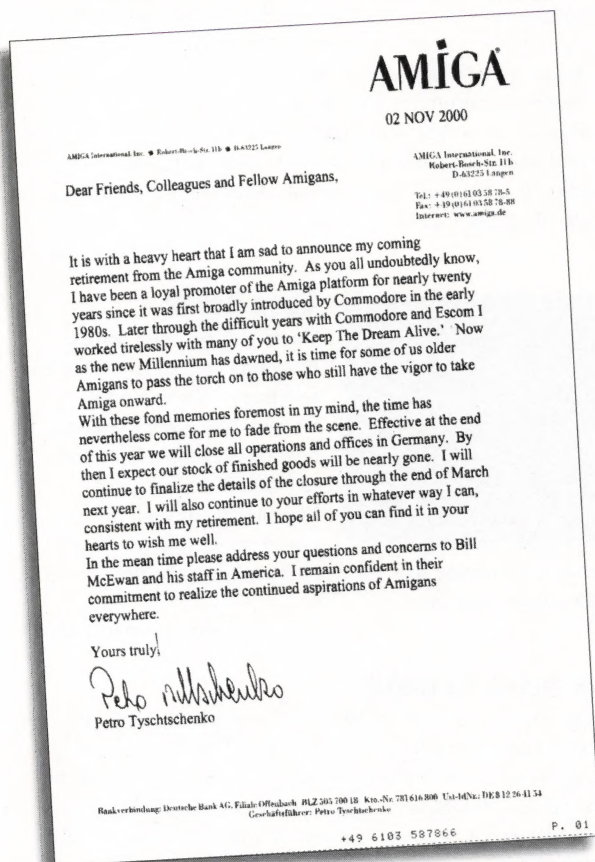
### Eyeteck Christmas Sale Now On!

Putting on his Santa costume early, Alan Redhouse has announced that Eyeteck's season of goodwill starts on the day this issue of Amiga Active hits the shelves. Lucky punters who spend over £150 will save 10 percent on prices in their advert this issue!

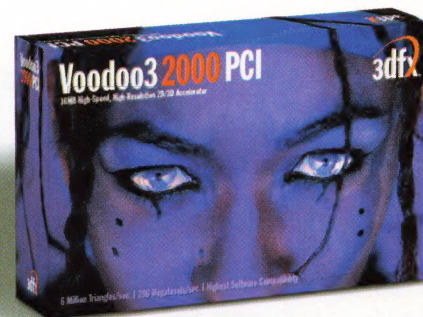
[www.eyeteck.co.uk](http://www.eyeteck.co.uk)



# Petro says "goodbye"



**A**miga's longest standing executive and number one cheerleader, Petro Tyschtschenko, has announced his retirement from Amiga. The ever-present Petro, who held the reigns during the Escom era and the long post-Escom bankruptcy, will be standing down after tying up a few loose ends. We reproduce his farewell letter here in full and without comment - although if it's comment you want, turn to this month's Retroactive on page 64...



## We do Voodoo!

**E**lbox, manufacturers of the Mediator PCI busboard, have announced the completion of their own proprietary drivers for Voodoo3 PCI cards.

The drivers are 100 percent compatible with the Picasso96 graphics system currently available for the Amiga. Development will be continued by Elbox to enable the use of Voodoo3 PCI graphics cards with other graphics systems.

Elbox have also released a new pci.library (v2.0). The new drivers should have already been made available to registered users of the Mediator by the time this issue of Amiga Active hits the shelves. Voodoo3 graphics cards are expected to be available from Elbox's distributors, including Power Computing in the UK, also around the time you read this. We hope to have a review for you in our next issue.

[www.elbox.com](http://www.elbox.com)

The following basic specifications of the Voodoo3 PCI graphics cards have been announced by Elbox:

- 128-bit 2D, 3D and video processor
- Voodoo3 graphics processor
- 16MB SDRAM high-speed SDRAM memory
- 350MHz RAMDAC
- 166 Megapixels/second
- 333 Megatexels per second peak fill rate
- 7 Million polygons per second peak processing
- 2.66 GB per second peak bandwidth
- Patented Single-pass multi-texturing
- Supports resolutions up to 2046x1536
- Alpha-Blending
- Single Pass, Single Cycle Bump Mapping
- Single Pass, Single Cycle Trilinear MIP-Mapping
- Programable Fog Tables
- Sub-Pixel and Sub-Textel Correction
- Gouraud Shading

## The Future According to Amiga Active

**F**ollowing your vote of overwhelming support for an 'upcoming products' list when we suggested such a feature in our recent survey (AA14, p54), the following handy list of future events will be making an appearance each month from now on,

and will be growing as we get more details to include.

The details here are correct, to the best of our knowledge, at time of going to press. Please e-mail any corrections/additions to [upcoming@amigactive.com](mailto:upcoming@amigactive.com) or pop over to our web site and fill in the form which will be online by the time you read this.

### Imminent:

- **iFusion** - Mac emulator, no less.
- **Voodoo3** - Relatively high-spec - in Amiga terms - PCI graphics card.
- **WOA 2000, Cologne** - See separate news story for details.
- **AmigaOS 3.9** - To bedemo'd and sold at the Cologne show.
- **Payback** - GTA, the Amiga way courtesy of Apex Designs.
- **Predator** - Eyetech's PCI solution.

### 1Q 2001:

- **Amiga Extravaganza** - January 6-7, Indianapolis, USA.
- **Simon The Sorcerer II** - Long-awaited sequel Activision's original.
- **Earth 2140** - Real-time strategy, reported on in Active Gamer, AA14.
- **Dafel: Bloodline** - Role-playing with monks, from Pagan Games.
- **Alt.WoA show, Huddersfield** - Feb. 24th - see [www.alt-woa.org](http://www.alt-woa.org).

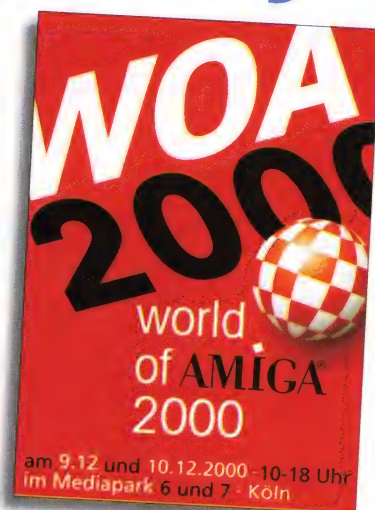


# WOA 2000 in Germany!

**I**n an announcement which took most of the Amiga community by surprise, Haage & Partner have announced that a 'World of Amiga 2000' show will be held at the MediaPark in Cologne, Germany on December 9-10.

The highlight of the show will be the first official presentation of the new AmigaOS 3.9, where the new Amiga operating system will go on sale for the first time. Other notable events are hourly seminars on the new OS along with other Amiga hardware and software and a presentation by Bill McEwen of Amiga's vision of the future.

A preliminary list of exhibitors at time of going to press included Amiga Inc., Amiga Future, Epic Interactive, Eternity, Falke-Verlag, Individual Computers and Schatztruhe. Amiga Active will also have a presence at the show, so bring your chequebooks and take out a subscription! Bluey will, unfortunately, not be attending, but you can leave donations of dog biscuits with Mark and Russ, along with any gifts for the human members of the Amiga Active team who are being left



behind to work on the next issue of the magazine.

Tickets for the show are available direct from Haage & Partner for 15DM (pre-paid), 18DM on the door. Payment can be made by credit card (Visa, Eurocard/Mastercard) or direct bank transfer. Contact Haage & Partner for further details. Phone +49 (0)6174 966 100, Fax +49 (0)6174 966 101 or e-mail [woa@haage-partner.com](mailto:woa@haage-partner.com). More information on Cologne, the MediaPark and hotels in the area are also available via links on Haage & Partner's web site.

[www.haage-partner.com](http://www.haage-partner.com)

- **AmigaOne PPC 1200 & 4000** - New Amiga hardware! See news story and extensive feature in this issue.
- **BoXeR** - we think it's a safe bet.

## 2Q 2001:

- **Gilbert Goodmate** - Monkey Island style adventure.
- **Amiga St. Louis** - American show relocates to a new venue in March/April after HenryVIII hotel is bulldozed.

## 3Q 2001:

- **Standalone AmigaOne** - Throw out your classic Amiga! Or not. Your choice.

## In the distance:

- **Turkey Sandwiches** - Happy Christmas to all our readers!

Additions? updates? E-mail us and let us know! [upcoming@amigactive.com](mailto:upcoming@amigactive.com)

## Editorial

### Ringing the changes

It's time for change at Amiga Active. After 14 issues at the helm, I am stepping down as Editor. It's been a lot of fun (and even more work!) but the truth of the matter is that I've already been at the helm for longer than I had anticipated, and the time has finally come for me to move on. To pre-empt the traditional flood of complaints, concerns, and accusations of treason, I should say that I am:

- A. Not abandoning the Amiga, and
- B. Not actually leaving Amiga Active.

While I am no longer the Editor, I am staying on in my new role as Consulting Editor. I will continue to write for the magazine just as I have in the past, and will be consulting with the new Editor, erstwhile Desk Ed. Dave Stroud, on every aspect of the magazine. I will also be continuing to do much of the actual editing of text and overseeing of writing quality, so I'm afraid our poor overworked freelancers will get no rest there.

The reason for this is simply that it makes a lot of sense. I have been tele-editing Amiga Active from London (I don't mind visiting Bournemouth, but London's the capital of the world, you know), while Dave has been editing desks from the heart of the Pinprint offices. Dave came to Amiga Active straight from journo school and it made a lot of sense to have someone with more experience (and more contacts in the market) to get the whole thing up and running. Between us we now have a magazine that's pretty much the way we want it, and in the intervening time Dave has developed the skills, experience and contacts necessary for the role. From now on, the Editor will be based in Pinprint's offices.

I won't say "goodbye," because I'm not going anywhere, but I will now hand control of this editorial column to the new Editor. Over to you, Dave.

Andrew Korn

### Editorial, take 2

Andrew Korn, ladies and gentlemen! <applause> Likewise, I won't say "hello," because I've always been here. Instead, I'd like to announce that I will be moving to London so that I too can tele-edit the magazine from the luxury of a penthouse pad overlooking the Thames (don't worry Andrew, I won't give them your address). Why? Well, despite London's many inherent problems - smog-laden streets, endless traffic jams and the incessant din of car alarms, to name but a few - working remotely would mean I wouldn't have to talk to anyone in a morning before having several cups of coffee and plugging the phone in.

But anyway, I digress. Wherever I end up editing the magazine from, I shall do my best to uphold the standards that Andrew has installed into Amiga Active over the last 15 months. So, until next month, all that remains is for me to wish you all a Merry Christmas on behalf of all of us here at Pinprint Publishing!

David Stroud **A**





# AmiBench

For the last three years, AmiBench has become a firm fixture in the Amiga scene. Available on-line and now through the *Amiga Active* CDs, AmiBench is the place to look for second-hand Amiga sales. We talk to head honcho Mark Wilson.

**T**hose of you who've been on the Internet for the last couple of years will probably know about [www.AmiBench.org](http://www.AmiBench.org) already. It's one of those things that really only works in a community such as the Amiga. You know the type; small, specialist, and very (oh yes), very committed.

*Amiga Active: How did you originally come up with the idea?*

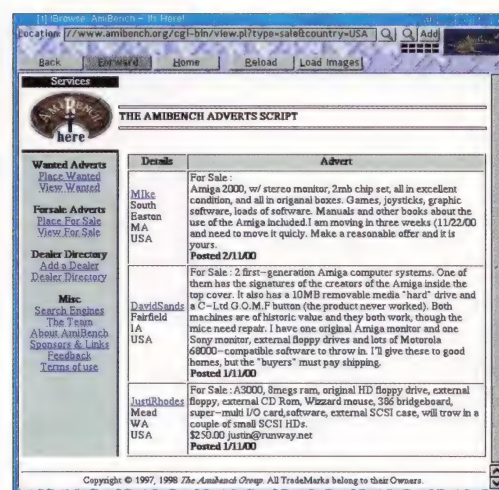
**Mark Wilson:** It all started in about December '96 when my stepfather invested a large sum of money in a modem for his A1200. After a while he got bored of being online looking at web sites in Mind-Link (Amiga Technology's crash-a-second browser) and handed the computer over to me to play around with.

**AA:** <yawns> Yep this is all very interesting but how did you get the idea?

**MW:** I used to see my parents at weekends (the food was good and the beer cheap). I became hooked on IRC and I started frequenting a channel called #Amiga. After a while I decided to get a second hand modem for my Amiga. Someone suggested I should check out the newsgroups. I had a try, but at the time, I don't recall there being any working newsgroup readers for the Amiga. While this was happening a couple of people in #Worms were planning to start a new "killer Amiga web site". As I'd had no luck with news clients, I approached them with the idea of creating a web-based version of the comp.sys.amiga.marketplace newsgroup. They liked the idea. In fact, I believe one of them already ran a UK-only Amiga "for sale" web site while he was at university.

**AA:** Ah, so you all worked together and formed AmiBench?

**MW:** No, not really. After four or five months I became quite frustrated that nothing was moving forward, so I decided to go it alone. This is where fate kicked in: I met an Amiga fanatic called Geert Bevin who had just set-up his impressive "No Amiga to Waste" site. I got quite friendly with him, and in July 1997, he offered to give me space on his server to host a web site of my own.



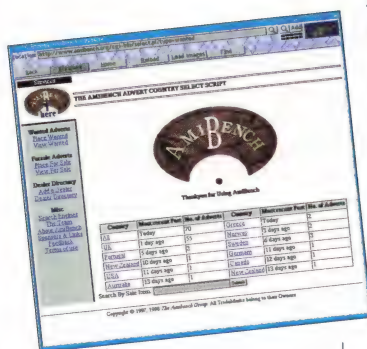
**AA:** How did you get people to work with you on this project?

**MW:** I was chatting on IRC one evening and messaged Matt Bettinson (of CU Amiga fame) to tell him about my idea. He seemed to like it, so I told him I was looking for someone to code the CGI scripts and he suggested I mailed the CU Amiga mailing list, which I did.

A guy called Malcolm Parsons got in touch and told me he could code in Perl and was quite interested in doing the scripts and working with me on the site. After about three weeks, he e-mailed me again, asking me to look at the first beta, and, lo and behold, a rough working AmiBench was born (even though it was very messy and crashed a lot). A few months later, after half a dozen revisions, AmiBench was working and ready to go public. At the beginning of September, the first scripts were uploaded and tested. Geert and Malcolm worked very hard (and several late nights) on the scripts, until everything was ready. Finally, Geert created the funky AmiBench logo (which everyone seems to love).

**AA:** So when did you go live, and what was the response like?

**MW:** We went live for the first time on September 26th, 1997. I e-mailed everyone who I could think of (all the Amiga Magazines and the big web directories like the now-defunct AWD). It was nerve racking! I was scared



**Above:** View adverts from a host of countries and (above right) see what people are selling, all with the click of a mouse!



that it would flop like so many other Amiga sites had (there was a massive turn over of web sites in 97-98).

It was really difficult getting people to use the site because so many used the c.s.a.marketplace newsgroup to buy and sell stuff. I had to try and educate the Amiga community about AmiBench, so I e-mailed Matt at CU Amiga who said he'd see about putting it in his "Surf's Up" page. Not only did he do that; he also made a reference to a rather nasty alcoholic pop. When the magazine hit the newsstands around the country I kept getting offers of free beer - which I still hate him for! (eh? does not compute... -Ed.). Ever since then, AmiBench has run continually except for when we've had to move servers (or the servers have gone AWOL).

## "...I kept getting offers of free beer - which I still hate him for!"

**AA:** How many people have visited the site?

**MW:** In total? God knows! In its first year, AmiBench had half a million hits from around the world. This year's record is even better - we're currently on target to break last year's record by about 100,000 hits. It's currently getting around 3,000 hits a day (nearly 58,000 a month) which I think is pretty cool for a site to do with a so-called "dead computer".

**AA:** Do you know anyone famous who uses your site?

**MW:** No, but we get about 20 hits a week from someone at IBM and about 40 from someone at the BBC. What's really cool is that we get hits from places like Iran. I actually know of someone who sold an A1200 accelerator board to a guy in Iran!

**AA:** You've had quite a few attacks on AmiBench, with people placing rogue adverts and suchlike. What are you doing to try and stop this problem?

**MW:** I check the adverts about eight times a day (my girlfriend hates it when the phone bill arrives) and we have also added extra security to the site. It seems to be working for the moment, but nevertheless it was quite upsetting to see racist and very abusive comments being made about the AmiBench team. Sadly, some

people think that because we sometimes use PC's on the Internet, we're not "true Amiga supporters" and use this as an excuse to attack and abuse AmiBench. It's annoying, because we don't have to support the Amiga community. You would not believe how many times we've turned down offers to move the site over to other communities because I feel I owe the Amiga community a debt.

**AA:** What do you mean by that?

**MW:** Well, I've met some amazing people through the Amiga community such as Paul Nolan and Chris Page - both superb people - and I also met my fiancée through using IRC. How 90's, eh?

**AA:** How many people are in the AmiBench Team?

**MW:** There's Tom Hurst, the new coder for AmiBench - he's spent ages putting together the site. What really amazes me about this guy is the fact he's five years younger than me! Then there's Tudor Davies, Phil Edwards, Geert Bevin and Paul Hilder - these guys maintain the Dealer Directory and other secret projects which I'm not going to tell you about yet.

## "In its first year, AmiBench had half a million hits from around the world."

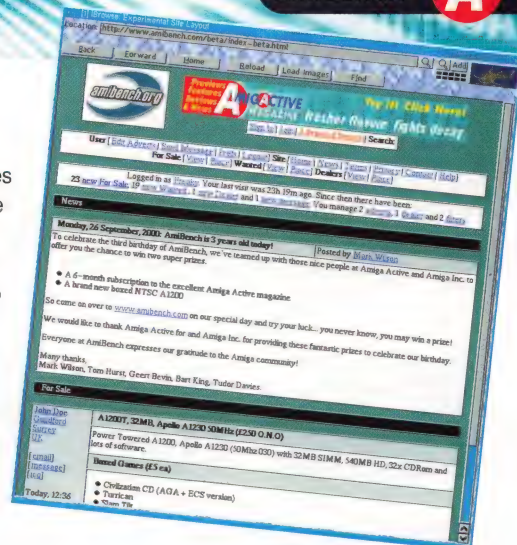
**AA:** So what kind of new tricks are you unleashing with the next version of AmiBench?

**MW:** Promise you won't tell? Okay. The most requested feature was "User Accounts" which will allow you to login, add, change or delete your adverts. It's being finished as I speak. We also opted to change the design of the site and layout of the adverts. In future there will be several categories (such as A1200/GFX\_Cards/BVision), so the user will be able to select a link for that section and check the message board to see if there are any related problems that other users may have reported.

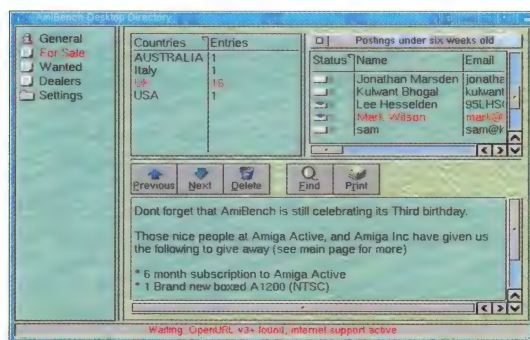
**AA:** Anything else you care to tell us?

**MW:** It's a nightmare for Tom Hurst to implement! Oh, you mean other goodies? Well, we hope to have advanced searches, filters, and watch lists by the time the site goes live. A User and Dealer rating system is also being worked on. Oh, and maybe we'll throw in a WAP version if we ever get time!

Of course, there's a lot of other stuff I cannot mention, but you get the idea. We do still need the Amiga Community to help us by going to the site and filling out the Dealer Directory form to add dealers to the list, so if you know of any, or if you know a dealer has stopped trading, please let us know - because the dealers don't!



Above: A sneak preview of AmiBench v2.



Left: AmiBench also has a presence on our coverdiscs!





## Rants and Raves

# New Amigas - Old News?

Chris Green reckons Amiga Inc. are thinking too much about the community, for once.

**A**miga announce silly named things.' An unusual statement to make I know, but one that formed the subject of a very interesting thread on the *Amiga Active* mailing list recently following a number of announcements from Bill and Co in leafy Snoqualmie.

In the last month Amiga has announced plans for a new revision of the existing AmigaOS through Haage and Partner, something that I am very excited about, and plans for PCI-based expansions for the A1200 and 4000 to allow these machines to be dragged into service once the new Amiga desktop environment (DE) comes into being - which doesn't really excite me quite as much.

Now don't get me wrong - the idea that the investment I have made in my A4000 will not go to complete waste is excellent news - I'm just concerned that part of the roadmap that Amiga is setting for potential third-party hardware manufacturers isn't very exciting.

**"It seems that reluctance still exists about breaking away from legacy Amiga computers..."**

It seems that reluctance still exists about breaking away from legacy Amiga computers, which will not help Amiga Inc in its attempts to establish its new software technologies.



### Another bite of the Apple?

There are many similarities between Amiga and Apple in my view. Both the companies exist today with the baggage of legacy hardware, a legacy operating system and a small group of vocal and sometimes blinkered followers who remain loyal to the mark no matter how bad things seem to get.

Both companies have had their fair share of disasters over the years with new machines failing to sell and an operating system that, although technologically sound and still boasting some exceptional features even by today's standards, has been overtaken by the like of Microsoft Windows and the bit of code

iMac and the G3 and G4 machines with the wacky plastic cases.

Amiga on the other hand is still favouring being an OS company. Now this does make sense in that it means its attentions are not split between two projects, but for this new DE to really be a success, Amiga needs to strike an identity for itself in relation to its hardware platform - something that will not be helped by dragging our ageing A4000 and 1200 machines into play.

### What's right for the job

This might sound like I am contradicting what I wrote a couple of months ago about investing in the classic Amiga, so let me clarify. The reason I am excited about OS3.9 is that it fits with my opinion that we should invest in our current machines if they are still capable of doing what we want of them. For me though, I struggle to get excited about trying to run what is aiming to be a very exciting computer environment on a computer that is 10 years old and has been retrofitted with a very expensive and hard to source processor. We may as well buy a new computer - surely it must be the better option?

The thing that most of us have still to come to terms with is that the current Amiga computer platform will and must effectively die once development of the existing 680x0-based AmigaOS ends. The future Amiga will be something completely different and totally unrelated, despite what some people would like us to think, and if we are really to enjoy all the benefits it will offer, we can't hold it back by hanging onto the past - can we?

**Chris Green**



# Rants and Raves



## Make Your Bed, Then Lie in it!

Neil Bothwick says it's time to put your money where your mouth is - and given that he's the spitting image of Geoff Capes, you'd better listen.

**I**t's been over five years since the last "new" Amiga model, the A4000T released by Amiga Technologies under the brief ownership of Escom. It often seems like it's been much longer. We've had promises of new Amigas so many times that it's become boring. All of

**"...the inevitable chorus of complaints..."**

them have included vague claims as to what the new Amiga will do with no hard facts as to what it will contain or what it will cost. All this time, Amiga users have been asking about backward compatibility, what will happen to their existing hardware and software? Amigas based on x86 have been mentioned several times, with the inevitable chorus of complaints from hard core Amigans, as well as others saying that standard hardware makes sense in a cost-conscious world.

### No more wait-and-see

Finally, we have some answers. Amiga have released details of the new AmigaOne machines to be built by Eyeteck (see the news pages this issue). Were the cognoscenti happy? Did they leap up and down cheering because they had at last got something real to look forward to? Did they hell!

Considering that people have been delaying upgrading their existing machines for years, because they are "saving up for a new Amiga," the number of objections to the potential cost of the AmigaOne were more than surprising. Then there are those who previously complained about the potential use of x86 chips. They now see the cost of custom hardware and are saying "I'll think I'll buy a cheap PC and a copy of the AmigaDE to run on it." There were also the complaints that Amiga have simply licensed the manufacture of these machines, despite the

repeated statements that Amiga are a software company.

You can't have it all ways. For the past few years, Amiga users have been able to make claims about their future intentions, knowing that a new machine is not likely to

appear imminently. That's changed - it's time to put your money where your mouth has been for the last three years. You have three choices. The first is to go the cheap PC hardware route. You can build an x86 box for next to nothing. Competition in the PC market has driven down prices, especially of bargain basement quality components. But is that what you really want? A cheap PC is a cheap PC whether it's running Windows or Amiga DE (this isn't 'Rant & Rhyme' Neill -Ed.). Cheap hardware will always be more susceptible to unreliability and incompatibility.

Secondly, you can go for a decent quality x86 box. It may cost a bit more, but you can use it more effectively and more reliably. The saying 'Good, fast, cheap. Pick any two' applies here. A machine built to Amiga's specification, using good quality components, with the AmigaDE should provide a major step forward for all.

### Quality costs

Quality costs. Custom hardware costs more. That's the third choice, the one that many want but few are prepared to pay for. As Andrew Korn pointed out a couple of months ago, generic PC hardware can provide excellent value in terms of performance vs. cost, often more than enough to offset the basic flaws in the x86 design. If you don't want those flaws, if you want a more elegant and efficient set-up, you must be prepared to pay for it. A standalone board using PPC,



or one that connects to your existing Amiga, may be more acceptable to many Amiga users than something based on Intel technology, it may be better in many way, but it is not mass market hardware, so expect to pay the price for tailor made goods compared with the off-the-peg alternative.

I would have liked to see an "official" x86 AmigaONE announced at the same time. It would have to be based on quality hardware to justify Amiga putting their name to it, so Amiga would still get a flood of complaints about how "expensive" their computer was.

Whatever your needs, there will be an option to suit. The only option no longer justifiable will be wait and see. In my mind, the Amiga was always about choice in software. The choice to do things the way you want to, not the way the OS wants you to. Soon, we will have choice in hardware too. Are you prepared to make that choice?

Neil Bothwick **A**

## interact !

Agree? Disagree?

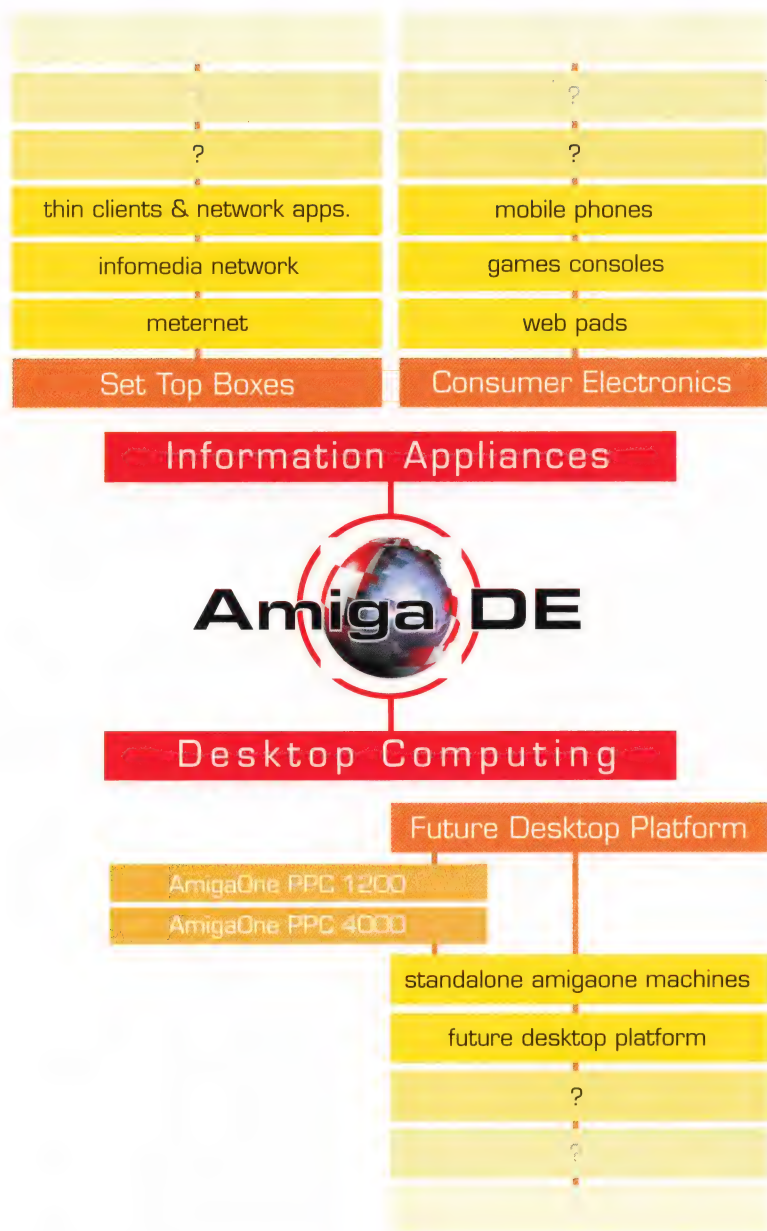
If what you've read on these pages has made you think, we'd like to hear your views. Write to us or email the usual address...

[interactive@amigactive.com](mailto:interactive@amigactive.com)





## Start making sense



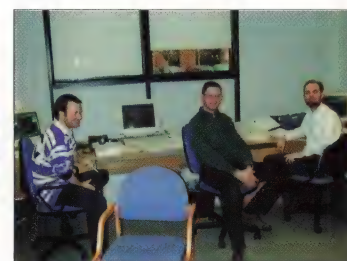
The small flood of recent announcements from Amiga can be summed up simply - new machines are on their way. Making sense of what they are and what it all means has proven a little harder.

One of the things that has characterised the latest incarnation of Amiga is a fair degree of public confusion as to what exactly is going on. When little or no information was coming out of Gateway during the period of their ownership it was generally not too much of a problem - people were happy to assume that it was just all down to very little actually happening. Ever since the new Amiga took over and within a matter of days announced a partnership with Tao group that delivered the foundation of the new OS to them on the spot, it has been clear that with this lot there actually is something going on. Trying to figure out exactly what has been the hard part.

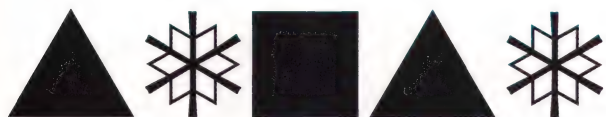
As everyone now knows, the new Amiga Inc. are in close partnership with Tao Group to use their intent engine as the foundation layer for an operating system that would scale from small embedded applications up to the server market. More recently it has become known that Amiga are working with third party hardware companies to develop both desktop and information appliance projects using this OS (see the news pages in this issue and the last issue). Beyond this point the details start to get a little murky. Many people are unclear exactly where Amiga are going, what the relationship between the various parties involved is, what exactly we are talking about when we talk about the AmigaDE, and so forth.

**Above:** Trying to make sense of the Amiga's future? See if our roadmap helps you make sense of things.

**Right:** Francis Charig asked us not to print the names of Tao Group's employees pictured here, lest they be head-hunted. So we won't.







### We can see clearly now

In an attempt to clear up some of the confusion that has arisen over recent months, we have been talking to the key parties to find out just what is going on. Amiga's key partner in this enterprise are Tao Group of Reading, England. This fascinating software company are the ones who have made it all possible in the first place, and at Amiga Active we're pretty excited about what they have managed to do so far. One area of confusion that has arisen from Tao's work is that of terminology; everyone's bandying around phrases such as Elate, Taos and *intent*, and nobody has really made it clear what the difference between these is. The simple answer is that there isn't one really. TaOS was the old name for the Operating System Tao group were working on; the current version is called Elate. When the word *intent* gets bandied around, think Elate - the name *intent* actually refers to the Elate OS, it's just an exercise in branding which was introduced because the 'run anywhere, on top of anything' nature of Elate tends to be less easy for people to get their heads around when they hear that it is an OS.

Tao Group's focus is to provide a multimedia stack for the forthcoming generations of smart interactive devices. What this means is that by running Elate on their hardware, an OEM (Original Equipment Manufacturer) gains the facilities in multimedia that Elate/*intent* offers. As far as Tao are concerned they are providing an enabling technology, and are not concerned with the provision of an OS per se - they are as happy to have *intent* running on another Operating System as they are to have it run natively.

The core technology of Elate is an ultra-low footprint Operating Environment that can run on low powered, low cost hardware as well as on high-end devices. Tao have been working to bring in a range of multimedia technologies that will run under Elate to offer a complete multimedia feature suite, with the great advantage that Elate's multi platform "write once, run anywhere" provides a universal adhesive to hold the multimedia features together. Tao's partners in this include Criterion (Renderware) and MathEngine, providing their games engine library functionality, and SSEYO, who's ultra-efficient (and not un-MOD like) audio system allows advanced audio to be utilised in a low bandwidth, low memory footprint. Recently they have announced another partner in Swedish software firm ZoomON, who's technology, utilising Tao's own market leading Java solution, allows quick display of vector based images such as CAD designs within the lower power/low bandwidth framework necessary for mobile computing devices - displaying AutoCad files on your mobile phone, if you like.



**"When the word *intent* gets bandied around, think Elate..."**



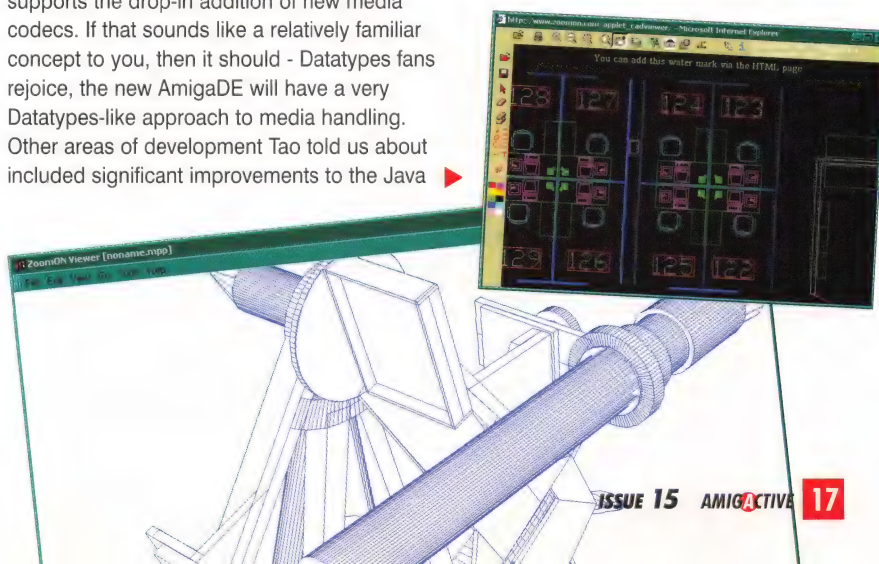
### Eastern promise

When we spoke to Tao's chairman Francis Charig during the preparation of this article, he was eager to express to us success that Tao is currently having in the Far East. It is in the Far East markets that Internet enabled mobile devices have developed the furthest, and it is also the leading market for the development of CE (Consumer Electronics) devices. Francis Charig was eager to impress upon us just how keen they are on Tao Group's work in the Far East, where they have a keen understanding of the necessity to produce compact software systems for the CE market, and where they have the most understanding of the importance of Java and a device independent software architecture.

Tao have had strong relations with Japanese companies for some time, with much of their funding coming from JVC and Sony in recent years. They have recently strengthened their ties considerably through partnerships with JustSystems and ASCII, with whom they are developing Japanese localisation and Japanese language input technologies, and with Fujitsu, Japan's largest computer firm, who will be running an official *intent* support center in Japan. Charig believes that the ability to provide a solid Java implementation to the Japanese market with full localisation, a localised support structure and an unparalleled Kanji input scheme puts them in a uniquely strong position to deal with the major Japanese CE firms in this sector.

Tao themselves, of course, continue to provide additional functionality to the *intent* offering. As we were shown around the office, we were able to see the ElateOS being developed for a wide variety of computing and embedded applications. They also continue to work on the multimedia capabilities of their own system. We were given a preview of the media streaming system that will be included in the next major release of the Amiga SDK, a system which is able to provide the identification and display of media to external applications, and supports the drop-in addition of new media codecs. If that sounds like a relatively familiar concept to you, then it should - Datatypes fans rejoice, the new AmigaDE will have a very Datatypes-like approach to media handling. Other areas of development Tao told us about included significant improvements to the Java ▶

**Below:** ZoomON's software uses Tao's Java technology to display vector-based images on mobile computing devices.







engine, which has become significantly faster, particularly in some of the areas where the SDK1.0 release was not so strong, and covers an ever growing set of Java specifications.

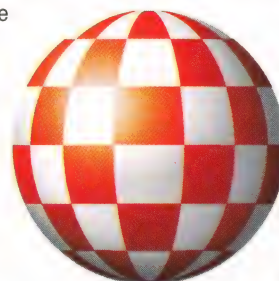
From our perspective the most critical partner Tao Group have in this is Amiga themselves. The work that Amiga are doing is to create, utilising Elate, a fully featured computer OS. Their work both at providing the graphic user interface and in the handling of data by the computing environment is meant to provide a compelling additional layer for intent which grants it a sophisticated user environment. The question of what Amiga are adding to the equation is one that seems to cause the most confusion and uncertainty.

## The integration game

Firstly, Amiga are offering structure. "We are from the business equation, we are an integrator," Fleecy Moss, Amiga's CTO (Chief Technology Officer) told Amiga Active. "A successful platform is far more than just an OS. A platform needs hardware, and Amiga has to create specifications and push these to hardware companies. Content providers have to have tools, and Amiga has to identify and create these tools, either in-house or via partnerships. Retailers have to have marketing packages, delivery schedules, support systems. Users have to want to buy a system that gets them excited."

Amiga's own brief in terms of adding to the core Elate technology is wide-ranging. Firstly, and perhaps of most personal interest to us as existent Amiga users, they are developing the platform to higher-end hardware specifications. Tao Group are strongly focused on the embedded systems and CE sector, while Amiga are creating both the interface technologies and the hardware support for a wider range of hardware systems, expanding particularly into the higher end.

On the software side, Amiga's concerns lie with the developmental infrastructure. This is where the Amiga Development Pipeline comes in, an infrastructure aimed at development description, which they see as key to enabling the development of multi-platform software.



delivers the appropriate service depending on the underlying components. Under the Amiga Component Model, each service is able to offer a description of itself to other components, query other components (either local components or components that are able to communicate across a network) for a description of themselves. This allows components to be dropped into a system and offer services to that system without requiring alteration at the application level.

This is a rather complex concept, but to give a very simple example of how it works, imagine an application running on a mobile phone. The display service could inform the software of its abilities, and the software will provide an interface that matches that. Plug in a more sophisticated display service and the interface can change to match that - thus a piece of software that provides notepad

functionality on a next generation mobile phone could become a word processor when you connect that phone to a monitor.

## Hello Cassie

Key to this is CASSIE, the Core Amiga Services Set. This currently provides the component service, the persistence service, the set service, the vocabulary service, the description service, the query service, the immigration service and the service broker. This is also key to the rather mysterious entity that Amiga have referred to as the Amiverse. Broadly speaking, the Amiverse is the set of components and services within an Amiga system that are able to interact with each other - and that includes, rather strangely, the user themselves. The concept is that the Amiga system is a kind of universe of interacting digital information, as opposed to the dumb data hierarchy of the traditional computer model. This allows the way in which the information is presented to and manipulated by the user to be radically transformed. Fleecy Moss explains:

"...It is an interactive, immersive environment in which there are many entities, and the user is just one of them. If the user does nothing then the amiverse will continue to operate around the user. If the user chooses to act, then they have a vast array of tools, plus of course the almost magical language SHEEP, with which they can mould the amiverse.

"The traditional GUI is modelled on the desktop - you have a finite piece of space, you have windows, which represent stackable pieces of dynamic paper. You have storage facilities, which are modelled on filing cabinets, folders, drawers. You can push buttons, you can select actions from menus.

"The amiverse is modelled on the world around you. Things are persistent ... A person can organise in any way they want. They can change focus instantly. They can see their world anyway that they like.

"The amiverse is as much about the user as it is about anything else. Of course, to start with, it will be shipped with a metaphor that is comfortable, modelled on existing interfaces where possible, but then, as people get used to it, it will become much more."



**"A successful platform is far more than just an OS."**

- Fleecy Moss

When you want your software to run on a range of hardware targets with differing capabilities, it is necessary to implement the software with a series of "descriptions" that allow the software to be developed with a component structure; as the demands of the underlying application may vary, this allows the software running on the Amiga to be scaled according to these skeletal descriptions. This will include component descriptions, a "Data Description Language", construction and build tool sets and the Ami IDL (Interface Description Language).

The Amiga Component Model is a service-based architecture. What this means is that when an application requires OS services from the Elate Amiga Foundation Layer, it is able to approach a "services broker" which





**Above:** Support for 3D hardware is being worked on too.

If that made your head spin, there are some things that Amiga is working on which are a little easier to understand. Sheep, mentioned above, is a sophisticated language for controlling the AmigaDE, being developed by Jan Wouter, the author of the excellent AmigaE development language. Think ARexx but much more, capable of being used to issue direct commands to the set of amiverse objects and services as well as scripting, or indeed building complete applications from those components and services. Amiga are also currently developing support for 3D hardware based on the Mesa OpenGL compatible system, and an audio system being developed by three well-known Amiga developers that will provide support for every aspect of audio creation and playback from the needs of gaming to professional audio.

## "Software is only one part of the equation..."

### Hard times

Software is only one part of the equation. Amiga has always made it clear that they are a software company, providing the interface and OS solution to third parties to build hardware systems on. Obviously the relationships that Tao has formed over the years in Japan give Amiga a natural home with some of the world's most important CE manufacturers, and Amiga have hinted at a potential deal with a sizeable consortium of Far Eastern CE companies, who may well be selecting the Amiga DE as the common foundation standard for a whole host of devices. We know that Amiga want to see Amiga phones, Amiga games consoles, Amiga Internet Radios, Amiga webpads and so on, but that's very much what people expected. With a few hardware partnership announcements under their belts, it is now more than just talk. While Amiga haven't named any real "big guns" yet, they've introduced us to OEM deals which are far more concrete than previous rumblings about potential OEM devices.

At the moment these devices fall into two very fundamentally different categories, and this is another factor which has added to confusion in the Amiga market. What we have is partnerships with four firms, two suppliers of network solutions aimed at the provision of broadband services, the other two companies with a pre-existing knowledge of the Amiga classic market who will be producing Amiga DE devices as stand-alone computer systems or as add-ons to current models.

There appears to be a contradiction between the demands of these apparently different markets, but that's not really the case - indeed much of the whole point of the Amiga concept is that it blurs the boundaries and enables true scalability. Amiga see no reason why their desktop systems shouldn't be competing directly in the desktop computing sector as well as in the set-top box market. The component model will allow the desktop system to adopt many of the user oriented facilities of the Consumer Electronics market, while conversely the CE devices will be able to adopt many of the computing services traditionally reserved for the desktop.

### AmigaOne, number one

On October 21, Amiga announced "the first new Amiga hardware in over 6 years." The AmigaOne is to be targeted at the desktop and workstation market and will run the new Amiga DE. The specification for the AmigaOne (see news) has been called "Zico" (we know not for why) and is exactly that - a specification.

Standing by their new role as a software

company, Amiga have farmed out the job of creating machines based on the specification to give people "the freedom to choose the hardware that best suits their needs."

Meeting Amiga's Zico specification for the new AmigaOne is not enough, however. After selecting partners, Amiga will co-operate closely with them to ensure

the hardware they wish to produce runs the AmigaDE as intended and certify the product as an official AmigaOne system.

Amiga tell us they are still in "detailed negotiation with several companies," but have already announced that long-standing UK Amiga company Eyetech will be producing a machine to the AmigaOne specification.

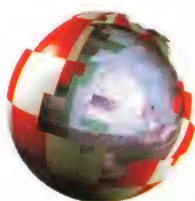
Alan Redhouse, Managing Director of Eyetech commented; "Our decade of Amiga experience, plus our hardware and software efforts to push the Amiga forwards means that we are able to work with Amiga to deliver a proven upgrade solution to Amiga users which gives their existing 'Classic' applications an immediate and substantial performance boost whilst providing full forward compatibility with the new Amiga DE."

### The Amiga Quandry

The emphasis on Amiga's partnership with Eyetech seems to be on backward compatibility - the traditional millstone that has been hanging around the Amiga's neck for over half a decade during which time no new Amiga hardware has come to fruition. Despite the traditional argument being that people are waiting for the next machine, Amiga are now telling us that (in the words of Fleecy Moss) "Top of our requirements list was to ensure that those Amigans who have spent considerable money in staying with the Amiga would not be left out in the cold." So, what are we to make of this apparent quandry?

The first thing to clear up is what, exactly, Eyetech are going to produce. One the one hand, they already have the upcoming Predator board, which will provide Classic Amigas with PCI (and AGP in the case of the Predator Plus). The Predator is an add-on for existing Amigas.

The AmigaOne board, which Eyetech say uses "Predator technology with the Zico specification" is a different product. Do not allow yourself to be confused by the mention of "Predator technology". This is not important. What is important is to understand that the



## Further information

Amiga: [www.amiga.com](http://www.amiga.com)

Tao: [www.tao-group.com](http://www.tao-group.com)

Eyetech:  
[www.eyetech.co.uk](http://www.eyetech.co.uk)

Infomedia Network:  
[www.infomedia.com](http://www.infomedia.com)

Meternet:  
[www.meter.net](http://www.meter.net)

Meternet's SimpleBox:  
<http://info.simplebox.com>

National Semiconductor  
(manufacturers of the  
Geode GX1 processor  
being used in the  
SimpleBox):  
[www.national.com](http://www.national.com)

Comdex/Fall (set-tops and  
information appliances  
expected to proliferate):  
[www.comdex.com](http://www.comdex.com)

Devicetop (Internet Device  
& mobile computing  
developer's site):  
[www.devicetop.com](http://www.devicetop.com)



► AmigaOne PPC 1200/4000 does not require an existing Amiga to run, as it will quite happily operate standalone and run the new Amiga DE. However, the AmigaOne PPC board will connect to an existing Amiga to share resources between the two systems and provide backward-compatibility.

Initially, there are to be two flavours of the new system, one for A1200 owners first, then one for the A4000. However, do not automatically assume that the AmigaOne PPC is an accelerator or 'add-on' to your existing A1200, like the Apollo Z4 or Predator PCI busboard - it isn't.

The AmigaOne PPC system will incorporate an IDE/ATAPI interface, one AGP slot and six PCI slots. A CPU slot, identical to those already present in Macintosh computers, will allow G3/G4 processors to be added, along with up to 512MB of SDRAM. The system will be capable of booting either into the Amiga DE or the Classic Amiga Workbench, which will be emulated through the Amiga DE (your classic Amiga motherboard will be required to read the ROMs and so on). In the case of retargetable applications that do not rely on Classic Amiga hardware, this will allow old Amiga software to be run on the new system via an emulated Amiga Workbench. However, if access to the old Amiga's custom chipset is required, an existing Amiga will need to be joined to the AmigaOne PPC board.

The system you end up with will be an Amiga DE system. The AmigaOne PPC board will be powered up first, with the existing Amiga motherboard essentially 'piggybacking' off the new board. Think of it as an ATX formfactor motherboard for a standalone computer system re-designed to take the place of an Apollo Z4 busboard. Eventually, you'll be able to throw your old Amiga motherboard away and rely purely on the AmigaOne PPC board which will run the Amiga DE, utilising pure emulation for backwards compatibility. The first AmigaOne PPC boards (for A1200T owners) are expected to ship in Q1 2001. See the news section this issue for further information.

## On your marks, get a Set-Top Box

The future of the Amiga will incorporate more than simply a new desktop machine. Announcements have already been made that two set-top box manufacturers, Meternet and Infomedia Network, will be using Amiga content in their upcoming devices.

Last issue, we reported briefly on the two companies' plans in our News Focus (AA14, p12). Since then, the specifications for Meternet's Simplebox range of devices has been updated. We talked to Greg Wible, President of the company, to learn more of the company's plans for "Powered by Amiga" devices.

*"Since our initial news in September, we have been busy to finalize all hardware and software details for phase*



*one of our Amiga powered device."* Greg told us. "We recognize the Amiga community has heard enough hype all before, so we are keeping quiet until really ready. The good news is things are settling down in preparation for some initial private demos next week [at Comdex/Fall] of the wb8616JID powered by Amiga."

Meternet has been shipping two entry-level devices using non-Amiga software - the wb6400 and wb7500 - since 1999, which Greg describes as being "moderately successful in [the] US and developing markets," adding that in America, 33 percent of people do not have (or plan on having) a computer, because they are seen as too intimidating and complicated. It is this market where Meternet have been pushing the wb6400 and wb7500 devices - and with over 70 million US households having a TV and phone line but no Internet connection, it's a good market to be aiming for.

## "Amiga is one of the best names we can think of."

The wb8616JID, meanwhile, is the first of Meternet's "mid-class" wb8600 series of devices, both of which will be running the new Amiga DE. When confronted on the matter of the device's somewhat cryptic names and asked whether or not a catchier naming scheme wouldn't have gone amiss, Greg's response was reassuring, and came with a smile: "[the] SimpleBox wb8600 series are all powered by Amiga which is one of the best names we can think of."

Internally, the devices are based on a 266MHz (not 233MHz as reported last issue) Geode GX1 processor from National Semiconductor, the first in a new line of processors designed for the emerging information appliance market. The GX1 is a 32 bit chip available in four speeds (from 200 up to 300MHz) boasting both low power consumption and an x86 compatible CPU core.

The wb8616JID will offer up to 256MB RAM (the "16" in the model number denotes 16MB Compact Flash memory which is used for storage instead of a hard drive), built-in Ethernet for connection to a Local Area or ADSL broadband network, web browser (Escape v4.0 from Espial with support for SSL, JavaScript, cookies and Flash), e-mail, Java and drivers for major printers as well as Parallel, USB and PS/2 ports - all in a box measuring 9x9x1.5 inches (WxDxH) and expected to retail for US\$399 (around £280)

**Below:** Meternet's SimpleBox promises to be just that!

**SimpleBox**  
Java Internet Device powered by Amiga





### Meternet's Markets

The next model up, the wb8632JID, will include a Sigma Designs EM8400 MPEG decoder and IGS5000 video chipset "for more robust video and audio streaming for hotel type applications" and will therefore be targeted at the hotel and enterprise markets who, Greg hopes, will pay a premium for such a device. So you never know - next time you go on holiday, you may find yourself using an Amiga powered device in your hotel room to browse the web and read your e-mail. Furthermore, with "external storage via USB coming soon," laptops could find themselves being dumped in favour of small, portable storage devices (maybe just a memory card which you keep in your wallet) which will plug in to a compatible set-top box to give you access to your own private data whether at home or away.

As for how the devices will reach their intended markets, Greg told us that they would be sold direct to users (rather than through independent retailers) and will come configured for a specific broadband ISP (Internet Service Provider), in the same way that mobile phones are configured to run on a single network. "We are now finalizing the initial broadband service providers in North America," Greg confirmed.

### Infomedia Network

Since we announced Infomedia Network's strategic alliance with Amiga (AA12, p6), few additional details have come to light concerning the company's involvement in the future of the Amiga. They have a web site which requires a Flash-capable browser to view, but

ever eager to find out more, Amiga Active talked to Infomedia's CEO, Patrice Haftman.

"Infomedia is very excited about all the possibilities that the Amiga Digital Environment will bring to users," she told us, before going on to confirm they would be using Amiga's new Digital Environment based on Tao Group's technology in their soon to be released TVision set-top box products.

"Infomedia is very interested in promoting the use of Amiga's software to users of their TVision products. Compelling multimedia content for entertainment including games and interactive applications will enhance [the] uses for TVision." Patrice explained to us that TVision is "not only a TV set-top box, but is a multimedia platform for digital entertainment, games, Internet content, home point-of-sale, video conferencing and portal computing."

"We are looking forward to publishing content by Amiga developers across the globe by making it available on the TVision portal. Once tested and certified as a TVision application, users will have the ability to download any of the Amiga applications from the TVision portal and be certain that they will run on their TVision box."

We hope that makes the current situation rather clearer to you now. Of course, there are many questions still to answer, and many more facts to come to light which at the moment are not being made public. Keep an eye on these pages, because we'll be bringing you the lowdown as soon as we can.

Andrew Korn & David Stroud **A**

**"...next time you go on holiday, you may find yourself using an Amiga powered device in your hotel room..."**

## Talking Tao

In the first installment of Tao Group's new regular column for *Amiga Active*, Chairman **Francis Charig** talks about the company's humble beginnings...

**T**ao was born eight years ago; its father was Chris Hinsley. I guess that makes me some kind of surrogate parent as we set up the company together but the core technologies had already been developed by Chris.

He had been successful in the previous decade, creating numerous games on home computers, including the Amiga. He wanted to create a binary portable platform so that content would only have to be written once yet could run on multiple platforms. Given that he had to be able to create compelling audio and video on machines with processors like Z80s with a tiny RAM footprint, he knew that the portability had to come without compromise. Software on any platform of his had to be very fast and compact. Little Johnny, going into the video games store, wouldn't go home with his cartridge and say, "Well, I know it's not a very good game and it's slow but I don't care because it was written using a portable platform." Chris is incredibly creative and developing the infrastructure to deliver what the consumer wanted wasn't a problem for him. Tao now has a series of global patents reflecting his brilliance.

Chris was like a lot of people in the Amiga community. To him, this was a large grouping of highly skilled engineers delivering the very best multimedia to the appropriate consumer device of the time. The Amiga computer was obviously a leader in that space. The future for Chris was to carry on with the Amiga philosophy, delivering the very best content but to the new generation of consumer devices that would emerge over the next decade. And so, in September 1992, we made our first of dozens of trips in Tao colours to Tokyo and Osaka. We recognised that the future was consumer electronics devices running compelling multimedia content. At the time, when we expressed our vision of the future, it was thought that we were crazy - but they listen to us now.

Unlike most of the platform software marketed today, intent isn't an evolution from machine tools or robotics. Its birth is out of the video games industry, out of the Amiga community, and it forms a foundation for many of the new generation of multimedia devices that will proliferate from next year.

**Francis Charig, Chairman of Tao Group**







# DrawStudio 2

The best structured drawing package for the Amiga makes a comeback.

**F**or a computer that is noted for its abilities in graphics work, there has been a real shortage of structured drawing packages on the Amiga. Unlike programs such as PPaint, Photogenics or Art Effect, structured drawing packages don't allow you to work with pixels; instead you work with lines, shapes and fills, and let the computer worry about the pixels.

This might at first seem like a disadvantage, but it isn't - rather, it is a different way of working with images which has its own pros and cons. Structured drawing packages - also known as vector drawing packages - represent shapes in a mathematical fashion (see boxout for details). This allows shapes to be given an absolute size in inches rather than pixels, and to be rendered out at any resolution, as appropriate. The same image can be output at, for example, 72 dpi (dots per inch) for use on screen, or 300 dpi for print purposes, ensuring that the

image appears at the maximum quality of the display medium, avoiding "jaggies" or stepped gradients as the image gets bigger. While they do not offer the pixel - accurate possibilities of a paint package, the effectively infinite resolution and precise dimensional accuracy makes this the way to go for logos,

scale diagrams, print graphics and so on.

There have been a small number of structured drawing packages available for the Amiga over the years, the latest being Graham and Andy Dean's Drawstudio. Unfortunately, even this package has been unavailable in the UK for quite

some time - until now. Thanks to the Kickstart usergroup, you can now pick up this once-lost package and get structured on your Amiga.

## A little bit magic

DrawStudio uses a MUI interface which is blissfully straight-forward for a package of this type. The toolbar gives access to the various draw and selection modes, while the most common attribute settings can be accessed through further buttons below. At the bottom of the page are buttons with associated up/down arrows for managing pages in multi-page documents and image layers (allowing you to work on shapes without worrying about accidentally affecting the shapes beneath, or to hide objects in the background for clarity of working).

The various option, preference and styling palettes of course have all the benefits of MUI, and the use of intelligent tabbed sub-palettes makes the interface deceptively uncluttered.

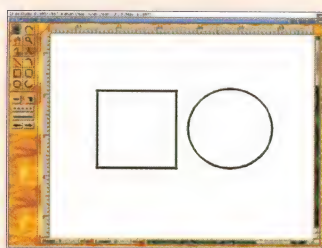


22 Drawstudio 2	26 PCI Ethernet	28 NextGen	30 CD Writers	32 Shareware	34 Active Media
Available again at a bargain price!	The Kingston card struts its stuff.	What games for AmigaOne?	The Plextor 12/10/32.	Tune in to the latest Amiga shareware.	DVDs, CDs and web sites...

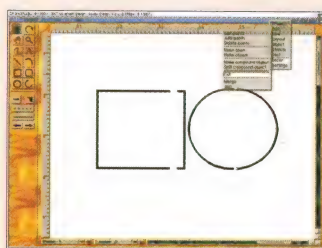


## Manipulating shapes

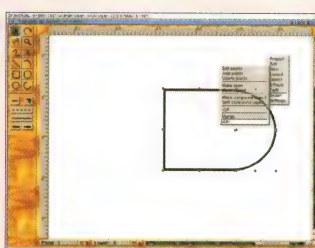
To begin, we start with two basic shapes, a square and a circle, drawn with their respective tools.



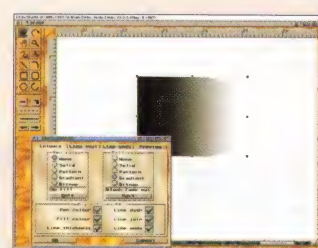
Once the objects are converted to beziers (via the Object/Convert to/Bezier menu option), the Bezier/Cut menu option can be selected to allow the objects to be snipped, as shown here.



The objects are aligned, and both are selected by shift-clicking on them. They lines can now be joined up by selecting Bezier/Join.



Now we have a single object - as you can see, a gradient fill treats the compound shape as it would any other single shape.



The simple and clean interface belies a very good range of features, and allows them to be accessed in a logical and simple fashion. Top marks to the Dean brothers here.

## "The simple and clean interface belies a very good range of features..."

The ease of use theme runs deep in DrawStudio. Although structured drawing is fundamentally different from pixel drawing, anyone familiar with Amiga pixel paint packages and a passing familiarity with DTP applications should pick it up very easily. Even the Bezier drawing function somehow seems particularly straightforward and Amiga like.

One thing that helps make use so fluid is that DrawStudio is very fast - on a good CPU and graphics card system you can blaze away with quite complex 24bit images with no problems. On slower machines or those without a graphics card there are various options to change the redraw mode for extra speed. If you've used one of the older structured drawing packages such as ProDraw or ProVector you'll be shocked at just how much faster and smoother Drawstudio is.

### Script King

However, when it comes to some of the more sophisticated aspects of the featureset, DrawStudio starts to show its age. Pretty much anything that any

structured drawing package does is a variation on a theme, and thus any effect is doable, but when you compare this to something like Illustrator or Freehand on Mac/PC platforms, you can see that the three-and-a-half years without development have made a difference. It's to be expected given that this is merely version 2 (by comparison, Illustrator is at version 9), but there are a lot of tricks that have become fairly standard in other packages that aren't available in

because another strong point of DrawStudio is that it has an excellent ARExx interface.

You might expect to find "dropshadow" in an effects menu on a current structured drawing package - no problem here, as there's an ARExx script which will do the job by cloning the shape and applying a translucent grey version slightly offset beneath it. It will even do a soft shadow by using several at slightly different offsets. Another common missing feature is bevelling, which again could be constructed with ARExx - but it would require a fairly sophisticated script to be able to do something like that with user-definable settings.

Of course there's nothing to stop the user changing the offset of a dropshadow by editing an ARExx script, but I think you'll agree that it would be a lot nicer to just use a slider in a GUI than start messing with code.

### Simply the best

Nevertheless, DrawStudio is peerless for what it does on the Amiga. There are a wealth of features, including extensive alignment and snapping controls, and a great deal of control over object manipulation - although I would have liked to see more options for combining objects such as using cut-outs - multi-level undos and grouping, DR2D import and a good range of bitmap and postscript export modes. The package comes with a nice collection of Type1 fonts, a few extra scripts, a proper printed manual, and a frankly absurdly cheap price. Even three and a half years on this is a truly excellent package for anyone interested in doing graphics, architectural drawing, electronic diagrams, presentations or pretty much anything similar. Don't do yourself the disservice of letting this one slip by again!

Andrew Korn **A**

## "DrawStudio is peerless..."

DrawStudio. In general, these things can be solved if you are willing to put in some work,



## Drawstudio 2

**SYSTEM:** 68020+, OS2.04+, 3MB RAM

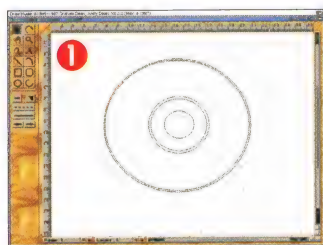
**SUMMARY:** Must-have software at a stupidly cheap price. Get it quick before they change their minds!





You've read the review, now experience how it works courtesy of our...

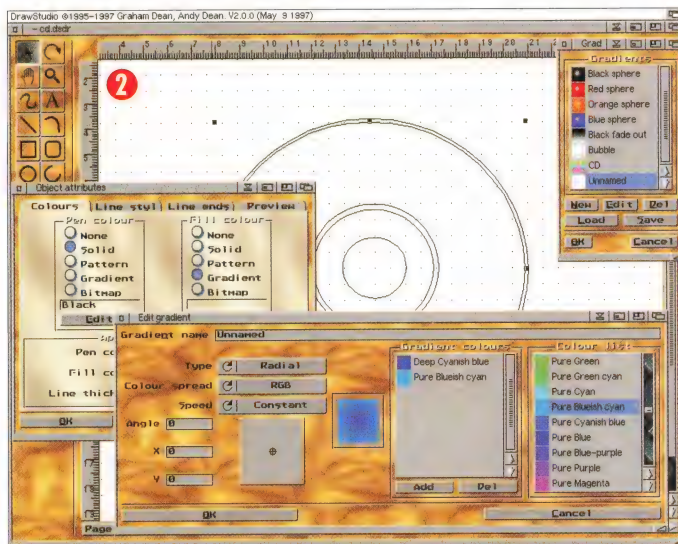
## Sample *Drawstudio* project



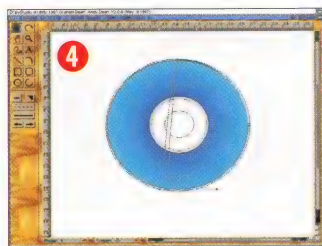
**1** This simple example project shows you how you might go about designing artwork for a CD label. Here we start by using the circle tool to draw our template - by using the physical scale we can make it the right size in cm or inches for a CD.

**2** From the Object/Attributes menu we can apply a fill. Here we've defined a gradient fill, with a dark blue centre fading to light blue at the edges.

**3** The central part of the CD will be obscured by the fill for the main label area. To avoid this we have filled the outermost of the inner circles with white, and used the Object/Arrange/Shuffle up menu to bring it on top of the blue circle.



**4** Now we have cloned the blue circle (this needs to be shuffled below the white circle) and converted it to a bezier. Next, remove the leftmost point of the circle using the 'Bezier/Delete points' option, then select 'Bezier/Edit points'. When you click on a point on the bezier, two handles appear allowing you to bend the bezier line - in this case we simply shorten the left handles of the top and bottom points to turn the circle into a hemisphere.



**5** Now we've shrunk the hemisphere slightly and applied a texture. The next thing to do is incorporate some text into the design. With the text tool we have written the two words ("Red" and "Blue", cunningly), and using the circle tool we have created a guideline for them to curve to. Shift-select both the text and the guideline, then the 'Text/Text on a Curve' menu option. A preferences palette allows you to define the way in which the text conforms to the curve.



## Art and mathematics

Structured drawing packages work by creating the image from a series of mathematical descriptions. These take two basic forms; the vector and the bezier curve. A vector is simply a line with an angle of direction and a strength - in this context the length of the line. A bezier curve is a line with extra vectors applied to it which, rather than being displayed as lines themselves, cause the line to bend, allowing any curve to be described.

To create an actual image, the vector or bezier curve has a line applied to it; the nature of the line being defined in a number of ways. The object may also have a fill applied to it, which can be a simple solid colour, or may be some form of gradient, bitmap, repeating pattern and so on.

**6** Finally we format the text. The main text blocks have been cloned with a half millimetre offset and the clone text filled to create the drop-shadow effect. Note that text can only have a fill, not a line - to produce both for smaller text, convert the text to a bezier before defining line and fill attributes.

**7** The final image (top of page) at print resolution. Note that this was a demonstration of how Drawstudio works, not how to make a good looking CD label!





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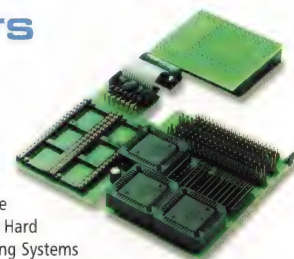
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The first card of its type to be tested by *Amiga Active* shows us what the Mediator is capable of.

# Kingston PCI Ethernet

**T**o date, this is only the second PCI card we've seen running on the Amiga, and already we're beginning to appreciate the cost savings PCI cards will inevitably bring to the Amiga community, both in terms of hardware development time (Amiga companies won't have to develop Zorro versions of existing PCI cards, so we shouldn't have to wait months/years for new hardware any more) and of course cost to the end user.

PCI cards are cheap and reliable. They may not perform as well on the Amiga as they do on the PC, but graphics cards will still be capable of providing a much needed alternative to hard-to-obtain Permedia 2 solutions. In terms of networking, we've had to put up with a dusty old Ariadne II card in the *Amiga Active* offices since (seemingly) the dawn of time - so we were overjoyed to receive the Kingston PCI Ethernet card from Power Computing.

## Get ready to rumble!

Installation is as easy as opening up your tower and slotting the PCI card into the Mediator, then securing the card in place with a single screw, as per other PCI cards. Then all you need to do is put your tower's case back on,

boot up, open a shell and run the PCIinfo command to check the card is recognised properly and you're ready to rock and roll.

Of course, you'll need to install and configure TCP/IP (Transmission Control Protocol/Internet Protocol) software and run the likes of Samba to communicate with the drives on remote computers, which (as far as your Amiga is concerned) is handled by the bundled PowerLAN CD.

After installing AmiTCP 3.0b2, the installation procedure asks you questions about the number of machines on your network and their remote drives. Once all the data is entered, you can reboot and start the Ethernet link by double-clicking on the left-out "Start-LAN" icon, opening the left-out "Mountfiles" drawer and double-clicking the icons for the remote drives you need access to with your Amiga.

As you may appreciate, Ethernet has never been one of the Amiga's fortès. It's a shame Ethernet wasn't more widely adopted on the platform, but

not surprising when we've had the likes of SerNet and ProNet providing networks between Amigas via the serial and parallel ports, which - despite the limited speeds they offer - appear to have satisfied most Amiga owners' networking needs in the past.

With Zorro slots and ancient hardware to contend with, the likes of VillageTronic's Ariadne II

at around 1.5 and 2.0Mbit/s respectively (8 bits to a byte, 40MB = 320Mbits, divided by the number of seconds taken in each case, 215 and 158).

So there you have it. Not mind-blowingly fast transfer rates, but then again we didn't expect the wires to glow. Besides, for most Amiga owners' needs, this kind of price/performance ratio isn't to be

**"...this kind of price/performance ratio isn't to be sniffed at."**

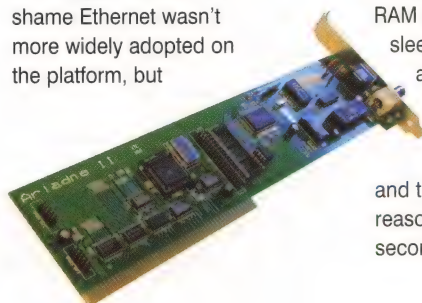
are now but a dim and dusty memory for the majority of Amiga owners. We, however, still have one, so we put it up against the Kingston to verify our hypothesis that it would provide a faster, more stable connection to a 10 base-t (10Mbit/s) network.

## King fast ethernet?

We were right. Copying a 40MB folder containing a bunch of miscellaneous files to our A4000's RAM via the Ariadne II took a sleep-inducing three minutes and 35 seconds. The same directory travelled across to the A1200's RAM via the Kingston Ethernet card and the Mediator in a far more reasonable two minutes and 38 seconds. These speeds work out

sniffed at. If you need your Amiga connected to a network, you'd be barmy to go looking for anything other than a PCI solution. Ah, how satisfying. I never thought I'd say that!

David Stroud **A**



## Kingston PCI Ethernet

**SYSTEM:** Mediator equipped Amiga, and something to network it with!

**SUMMARY:** A reliable, cheap Ethernet solution for the Amiga - something we wish we'd had years ago!





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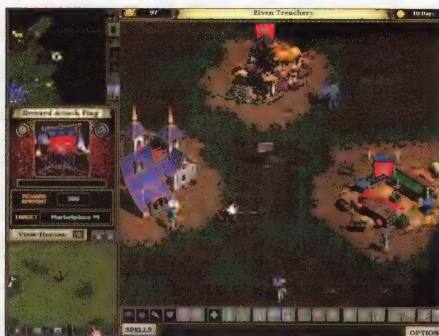


### AmigaOne a firm foundation?

Foundations Edge, the other title which Epic Interactive will be publishing for the classic Amiga, is the sequel to Paul Burkey's God game Foundation. "There's one game I'm working on which should make up for the delay of Foundation's Edge," Paul told us, teasingly, when we quizzed him about Amiga's list.

"I was planning to change Foundation's gameplay away from the 'Settlers style' so this other game will make up for that. I'm afraid I can't mention..." yeah, okay Paul, we get the message. We'll sign the NDA! What about Foundation: Directors Cut? Paul appeared puzzled. "[it] was written in Blitz and there's no chance of that being ported to anything else."

"I think Amiga mixed up some of the facts," he continued. "'Current Products' are mixed up with 'Planned' AmigaOne products. There are also some 'Possible' products in there. Since that list was compiled, those plans and possibilities will have changed." Also, to clear up some of the confusion, Paul confirmed that the original Simon The Sorcerer wouldn't be making its



## "Nintendo told Amiga Active there was 'no justification for this story whatsoever'..."

way to the AmigaOne. "They missed [out] the 2," he said.

Next on the list, Operation Counterstrike. This is a game that has been in development for the classic Amiga for some time, and one which we have heard little about recently, so we were surprised to find its name on Amiga's list. Daniel Allsopp, Founder of BlueBlack Solution, told us that he was waiting for the Windows version of Amiga's SDK before work started on porting to the AmigaOne.

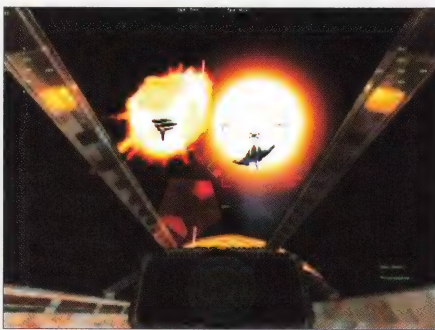
"Hopefully," he told us, "[Operation: Counterstrike] will be released in the middle of next year for Classic Amiga and Windows."



### Bubble Bubble, AmigaOne Trouble?

Further down the list, Gilbert Goodmate and Bubble Heroes, both of which are titles from Crystal Interactive Software, put in an appearance. "I said we would like to develop for the AmigaOne based on certain conditions," Andrew Reed of Crystal Software told us, "and if those were met then we would bring the games to it." When asked if he had anything else to say about development for the AmigaOne, Andrew simply told us that, "sales trends, and piracy, will have to change for us to commit seriously."

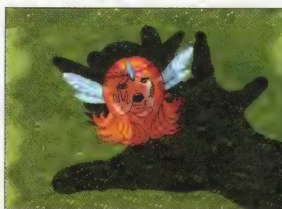
A sizeable chunk of Amiga's games list does, unfortunately, appear to be based on speculation and unconfirmed comments from Amiga developers, if what we've heard from



the developers we've talked to is anything to go by. Comments such as "we have neither confirmed nor denied the possibility" and "some of these titles have not been completely signed and sealed" did not fill us with confidence in Amiga's list of "committed" applications for the AmigaOne.

Hopefully Amiga will revise the list as soon as possible, and cut out the titles that shouldn't have been announced. Mario64? Nintendo told Amiga Active there was, "no justification for this story whatsoever."

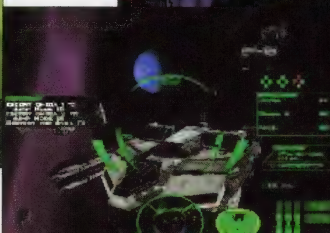
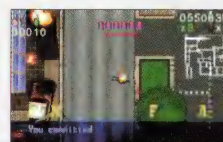
Oh, and as for Grand Theft Auto and Final Fantasy 5; DMA Design and Squaresoft have yet to confirm or deny their inclusion on Amiga's list, so there's always hope, right? Although having said that, we'd prefer Payback and one of the Final Fantasy series produced in the last five years, to be quite honest... **A**



## Games for AmigaOne

This is the original list, as published on Amiga's web site. What would you like to see on the next Amiga? Is it in this list? E-mail us at [interactive@amigactive.com](mailto:interactive@amigactive.com) and share your thoughts with us.

Soldier of Fortune	Jagged Alliance Mission
Sin	Nomads
Heretic 2	Wizzardy
Freespace	Echelon: The Storm
Alien Nations	Claws of the Devil
Alien Nations Mission	Blood 2
Shogo	Descent: Freespace
Worms Armageddon	Homeland
Battle for the 3rd Moon	Payback
Evils Doom	Wipeout 2097
Exodus: the Last War	Dark Soul
The Feeble Files	Last Patriot
Earth 2140	Scavengers
Simon the Sorcerer 2	Hell Squad
Gorky 17	Escape Towards Unknown
Foundations Edge	Virtual Ball Fighters
Operation Counterstrike	Eat the Whistle
Magick	Command and Conquer
Dweebs	Great Nations
Die Volkor	Lambda Sector
Gilbert Goodmate	Moonbases
Bubble Heroes	Salvage
Earth 2150	Phoenix
Dafel: Bloodline	Mario 64
Tales of Tamar	Dead Walk
Aqua	Foundation:DC
Alien Nations 2	Holy Trinity
Majesty	Final Fantasy 5
Pacific Wars	Recovery 2190
Air Kit Dogfight	Grand Theft Auto
Sudden Strike	
Jagged Alliance 2	





After years at the same speed, CD writers seem to be getting faster every month. How much further can the technology progress?

It was nine months ago when we last looked at CD writers. We had at last broken the 4x barrier with the introduction of some 8x drives and the first 12x CD burner appeared the following month, although rewriting was still limited to 4x. Today, 12x writers are commonplace and Yamaha's new 16x drives should be available by the time you read this. Rewritable speeds have shown an even greater increase, from 4x to 10x. How much faster can they go?

Do you remember when you first got that 24x or 32x CD-ROM and you were disappointed that it wasn't four times as fast as your old 6x or 8x drive? The reason is due to the way CD-ROM drives read at higher speeds. CD-ROMs were originally read at Constant Linear



implemented. With CAV, the disc rotates at a constant speed, so data is read faster from the outer edge. A CAV drive gives around 8x-16x speeds for the inner parts of the disc, gradually rising to the maximum on the very edge. Because discs are written from the inside to the outside, only the last files or tracks on a full disc give the maximum speed.

## Burning up

What's this got to do with CD writing? CD writers have used CLV until now, but current models have reached the limit of CLV writing (or reading for that matter). Yamaha have recently announced their new CRW2100 drives with 16x writing (pictured above). These devices will use CAV writing to get the extra speed, so they won't burn a CD twice as fast as one of Yamaha's 8x models. However, it should reduce the time to burn a full CD by a minute or so compared with the current 12x drives. There won't be any noticeable difference when writing a couple of hundred megabytes or less to CD. CAV won't

**"You can see this if you use a drive where you can see the disc spinning, like a CD32..."**

Velocity (CLV). This means that the data is always travelling past the laser at the same speed. As the outside of the disc moves faster than the inside, the drive varies the rotational speed of the disc as the laser tracks across its surface to keep the linear speed the same. You can see this if you use a drive where you can watch the disc spinning, such as a CD32. You'll see the disc speed up and slow down as the head moves across it.

Then people started to ask, "why slow down the disc?" and Constant Angular Velocity (CAV) reading was

## BURN-Proof

A CD writer must have a consistent flow of data to burn to the CD. If the feed fails for even a fraction of a second, the CD will be ruined. CD writers have an internal buffer of 2-4MB to handle brief shortfalls in data, but 4MB is less than two seconds at 12x speeds. When the internal buffer becomes exhausted, the laser has no data to burn to the CD and you end up with a new coaster/shaving mirror/frisbee.

This is known as a buffer underrun. As CD writers have become faster, computers have had a harder time keeping up with their demands. A larger internal buffer may help with momentary lapses in the data flow, but otherwise it merely delays the inevitable.

BURN-Proof (a somewhat contrived acronym of "Buffer UnderRun Proof") provides a hardware solution to this problem. A process within the CD writer monitors the state of the internal buffer. When it appears that a buffer

underrun is imminent, the writer stops writing to the CD and goes into a suspend mode. Meanwhile, the computer is still supplying data which goes into the buffer. When the buffer is full, the drive picks up where it left off.

It sounds simple, but is probably horribly complicated behind the scenes. To the end user, it works transparently. Full marks to Sanyo, who originally introduced the technology. The more drives that use BURN-Proof in the future, the better.





# to the edge

kick in on the inner portions of the disc, so it will be limited to the 12x CLV speed which, although not too shabby for CD writing, is faster than many people expected CD writers to reach after being stuck at 4x for several years.

Alas, it looks like the 12x CLV limit is here to stay, as with CD readers. It may have been possible to improve still further, but the bulk of a company's R&D funds are spent on DVD drives nowadays. There is also little point in pushing so hard for greater write speeds. Even a doubling of maximum write speed to 32x would probably save less than two minutes on the total write time, whereas the jump from 4x to 8x saves ten minutes on a 700MB CD.

Surprisingly, the first version of the 16x Yamaha drive will have an IDE interface with the SCSI model following a month later. This is the sort of product that would appeal to serious users, who you would expect to have SCSI. Either Yamaha have got their market research wrong, or even the fastest writers are considered a mass-market consumer item now.

It's always dangerous to make predictions about where technology is going, but we can't see CD writers getting significantly faster in real terms. While maximum speeds may increase over the next year or so, the total time taken to burn a CD won't change that much. What we will see is a further reduction in the cost of the drives. The real improvements are going to happen with DVD. DVD writers are like the CD writers of a few years ago; slow and expensive. Expect that to change.

## PlexWriter 12/10/32S

CD rewriters have often been shunned due to their lower rewriting speeds (some people prefer to pay a little extra for a CDR than wait twice as long for a CDRW to burn). Now, Plextor hope to have solved this problem with a rewriter that runs almost as fast as the fastest current writer.

Plextor have a reputation for producing quality kit, although their prices might be slightly higher than some other brands. This drive is no different. We looked at the SCSI version, but there is also an IDE model. It arrived with most of the bits and pieces needed to get going; manuals, discs, audio cable and screws. There was no SCSI cable, but anyone buying this drive is likely to have

a SCSI chain already. Although many CD drives have an emergency eject hole (where you poke something like a straightened-out paper clip to remove the CD in the event of a jam or power failure) Plextor have audaciously supplied this drive with a custom-designed tool to poke into the hole! Not a big deal, but an indication of Plextor's attention to detail.

**“The quality of audio recording was excellent, even when recorded at top speed.”**

The drive did “exactly what it says on the box”. It burned data and audio CDs quickly and without fuss. However, you will need a reasonably powerful system to drive it. 12x burning requires a sustained delivery of just over two megabytes every second. That's 2MB going to the writer and the same 2MB being read from the source. You may just about be able to burn from an image file on a drive connected to the internal IDE port, but it would be touch and go. Fortunately, the drive uses BURN-Proof technology (see boxout, left) to deal with potential shortfalls in the data flow.

An Amiga with a fast SCSI controller and a decent CD reader can handle audio tracks and direct CD copies at full speed. On-the-fly burning of data to CD is beyond most Amiga systems unless the data is only a few files. Most people will have to use an image file or drop the speed to 8x. However, for making multiple copies of a CD, burning at 12x from an image is ideal. When the AACDs are mastered, four copies are made. This drive saved a quarter of an hour compared with a Teac 8x unit.

BURN-Proof worked exactly as advertised. A full speed write while connected to a system that is barely able to keep up with a 4x drive showed that BURN-Proof worked perfectly. The drive was recognised by MakeCD and the correct driver chosen (the latest version of MakeCD supports BURN-Proof once you set the appropriate tooltype in the program's icon). The quality of audio recording was excellent, even when recorded at top speed. In fact, playing back an audio CD through a HiFi showed up imperfections in some of the source MP3s used. The only thing we dislike about this drive is that Plextor want it back.

## PlexWriter 12/10/32S

### SYSTEM:

Amiga with SCSI or a fast IDE port.

### SUPPLIER:

Most large computer dealers.

### STREET PRICE:

Plextor PX-W1210TS (SCSI) £250  
Plextor PX-W1210TA (IDE) £185





# Active Shareware

Tune in  
Turn on  
And drop...

the latest the shareware onto your Amiga's hard drive.

## Spirit of radio?

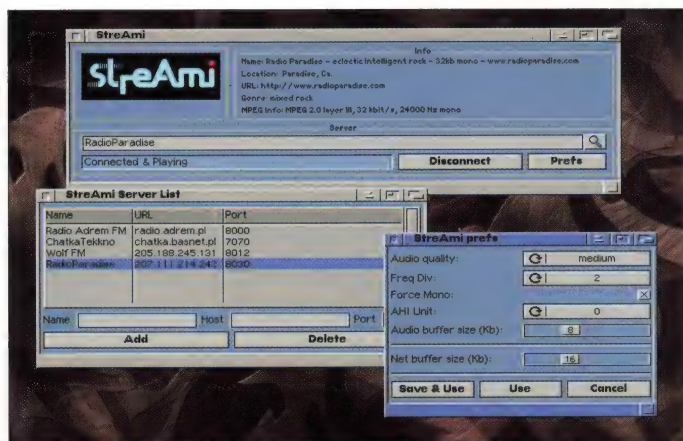
I wonder if, 30 years ago when the US Department of Defence began the project that grew into the Internet, anybody would have believed that people would be using their creation for public radio broadcasts. Well they are, and there's no

from any of the hundreds of stations that use either technology, then this is the way to do it.

StreAmi is a really basic streaming client with a MUI interface. You simply select which server you wish to connect to from a user-definable list, hit 'connect' and away you go. The list of servers is maintained in a pop-up window, where you can add or delete entries. You must enter an identifying name for each server, along with a URL and port number to connect on. Playback settings can be modified in a further Preferences window. Here, you

drops in transmission speed and the amount of your Amiga's free CPU time.

The StreAmi user interface is simple, but it works. What would make it more useful would be if you could batch control it. It would be nice, for example, to be able to define it as MIME-type helper which could be launched from your browser to tune in to a particular station - but at the moment this is impossible. StreAmi would need to accept some start-up parameters or have an ARexx ported added for this to work. It would also be handy to be able to store playback settings for each



**Above:** Hey, pop-pickers!  
It's Internet radio on your Amiga.

need to feel left out just because you own an Amiga. StreAmi (see Aminet comm/misc/StreAmi.lha) is a freeware Amiga client for two of the popular free streaming audio formats. It supports the open-source Icecast system (see <http://www.icecast.org>) and Shoutcast (<http://www.shoutcast.com>), both of which are based on MP3 encoding. If you want to tune into live music broadcasts

**“If you want to tune into live music broadcasts... then this is they way to do it.”**

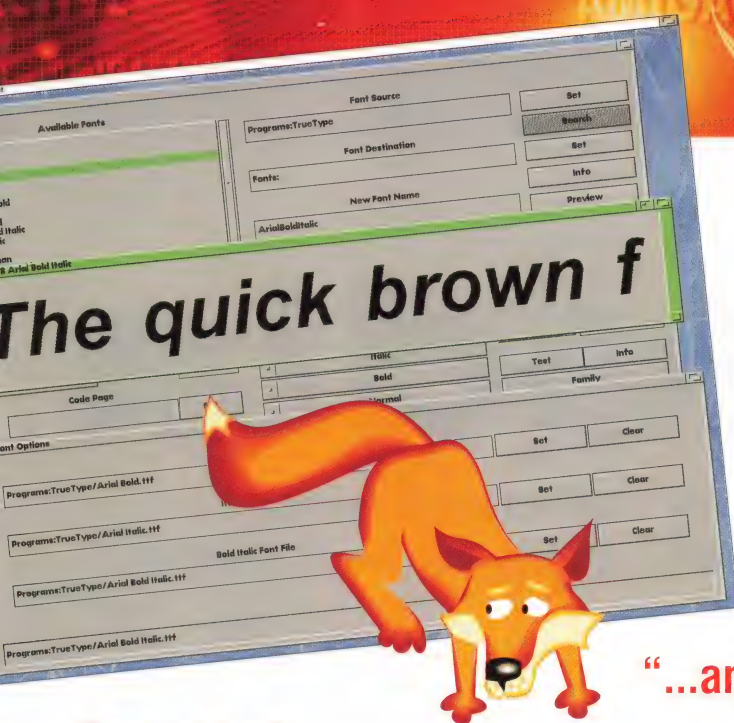
can choose the AHL unit to stream to, the quality of the sound played, buffer sizes etc.

The playback quality settings are really only useful for controlling the amount of CPU power required to decode and play a stream, however, and won't do much to overcome poor network bandwidth. The buffer settings allow you to select how much of the stream is pre-cached before playing - the buffers help to sink any

station. Fingers-crossed that the developers will add these features soon.

If you've got the network bandwidth to spare and have an unmetered connection, StreAmi is a neat way of keeping yourself amused while working at your Amiga. Okay, it's hardly FM quality, but that's a limitation of the medium not StreAmi itself. A fast Amiga can easily keep up with a 56Kbps Icecast or Shoutcast stream.





Left: TTFLib does the trick, but TTFManager's GUI won't win any design awards.

it allows you to install and configure TrueType fonts to your system. It has loads of bells and whistles to tweak a font's behaviour, but for most purposes you can ignore a lot of these. An interesting new feature in this release, however, is the ability to create and use font families. On the Amiga, font styles such as emboldening

The one caveat, though, is that this system will only work when the application using the fonts chooses the fonts via the Amiga diskfont.library - rather than changing the font style through the graphics.library's SetSoftStyle() call, as some programs do. It should still prove to be useful in many cases, though.

**"...an indispensable addition to your Amiga."**

## Font of truth

AmigaOS's ability to handle Agfa Compugraphic fonts is all very well and it's certainly more flexible to be able to use vector fonts rather than bitmapped ones, but Agfa fonts are getting rather difficult to get hold of these days. The dominant font technology today is TrueType, which is not supported as standard on the Amiga.

However, thanks to the modularity of the OS, it is possible to use TrueType fonts with a plug-in font engine. TTFLib (see util/libs on Aminet)

is just such an animal, and has just been updated.

TTFLib is a package based on the open-source FreeType project and supplies all the necessary tools and libraries to install and use TrueType fonts on your Amiga. What's more, once a font is installed, everything takes place transparently. With TTFLib, TrueType fonts may be used anywhere bitmapped or Agfa fonts can be.

TTFLib supplies a tool called TTFManager, which is its equivalent to the standard Intellifont tool for Agfa fonts:

and italicizing are generated in software; with TrueType fonts, these styles are designed.

Previously with TTFLib, when you selected a bold style with a TrueType typeface, you would get the software style applied as per usual. With the new version, however, TTFLib can associate styles with particular fonts. So, for instance, you can pick the Arial Bold face to be used whenever an emboldened version of Arial is required.

Since a designer can create a better italic or bold face than a computer can, this can result in much better looking fonts.

A more serious complaint is that the TTFManager's GUI for associating fonts into families is incredibly unintuitive. It needs to be made clearer and provide more feedback to the user.

Still, gripes aside, TTFLib is an indispensable addition to your Amiga. It opens up a huge collection of previously inaccessible fonts and is impressively quick at rendering them. If the author were to sort out the mangled interface and produce a fix for the font style problem it would nothing short of excellent.

**Richard Drummond** **A**

## Please, please me

Several solutions have been released which make requesters on your Amiga more pleasing to the eye and, perhaps more importantly, entirely operable from the keyboard. One such utility is MRQ (see Aminet, util/cdity/MRQ.lha). It has been inspired by the legendary ARQ and replaces those dull, unfriendly standard Intuition requesters with bright, configurable MUI-based ones.

MRQ has just had a minor update and has been re-issued under an open source licence (it's good to see that some Amiga developers are catching on to the benefits of the Bazaar).

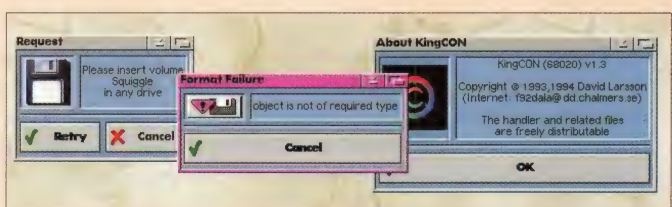
MRQ patches the Intuition's requester API (and optionally the third-party ReqTools API)

and sits there waiting for applications to make a requester call. It then parses the parameters that the application has sent to Intuition and, based on a configuration file, decides what to do with the upcoming requester. The class of a requester is identified by matching its localized body and button texts and this governs which images MRQ will display in the requester body and in the buttons. Optionally, an ARExx command may also be sent when a requester is opened - again, this is configured by the class of the requester. This last feature is particularly useful - when used with a suitable sound daemon - for playing sounding effects with a requester.

MRQ is quite smart when it comes to handling images, which it performs via guigfx.library. Any datatype-supported format can be used and remapped as necessary, optionally with transparency. What's more, MRQ can be told to pre-cache certain images so that requesters can be displayed instantaneously without waiting for images to be loaded. As far as I can tell, though, animations are no longer

supported with this version.

The main problem with MRQ is that it is very messy. Although it is incredibly flexible, it is a real pig to configure. And quite frankly, it's a more fiddly process to get good looking requesters under MRQ than under its rival ReqAttack (and ReqAttack has a GUI settings editor). Still, if you prefer MUI to BOOPSI, MRQ could be the requester hack for you.

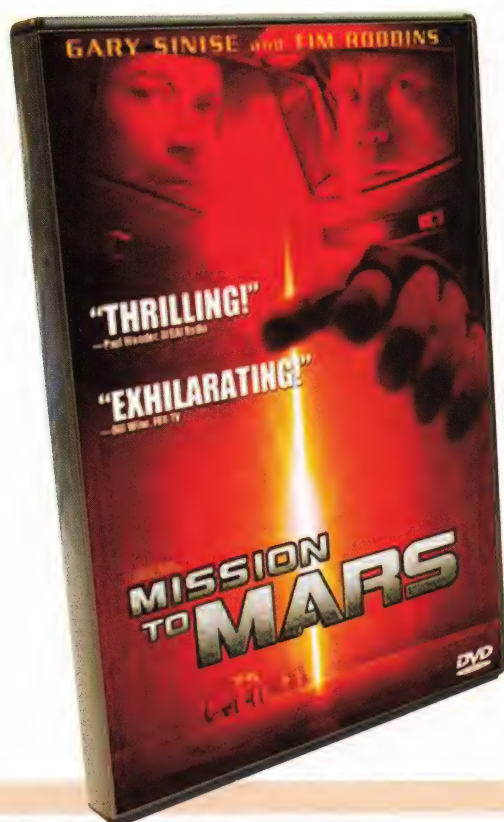


Above: Liven up your requesters with MRQ - if you can work out how to configure it, that is.



# Active Media

Escape from the endless re-runs of tired old 90's flicks this Christmas, as Active Media dips its virgin toes into the shiny, circular new world of DVDs...



## Mission to Mars

- Movie
- Region 1 DVD
- Touchstone Pictures
- From: [www.play247.com](http://www.play247.com)
- £15.99

It's 2020, and NASA has teamed up with the Russians and Europeans to further the space programme. The next leap for mankind is achieved by successfully landing a team of astronauts on Mars. However, the history-making crew soon runs into trouble when the mission's commander (Don Cheadle) and his crew are struck down by a freak storm.

A rescue mission is launched to investigate the tragedy and bring back any survivors. Co-piloted by Commander Woody Blake (Tim Robbins) and Jim McConnell (Gary Sinise), four courageous astronauts set out on a heroic six-month journey through space where they

face insurmountable dangers and discover that there is more than just bad weather on the planet.

While the effects are absolutely excellent, mixing computer, model and life-size effects, the plot itself lacks depth and leaves you feeling as though someone cut 30 minutes off the end of the movie while you weren't looking. Nonetheless, Robbins brings off a credible, albeit comical portrayal of an ageing astronaut while Sinise almost repeats his astronaut role from Apollo 13 as the guy that gets left behind, only to be called on when things go wrong.

Tagged onto the disc along with the film is an excellent 'Making of' documentary - which gives a fascinating insight into how many of the special effects and zero-gravity shots were pulled off - along with storyboards, mock-up animations, the compulsory theatre trailer and some DVD-ROM content in the form of some web pages and a few PC executables. **CG**

## Terminator 2 Ultimate DVD Edition

- Movie
- Region 1 DVD
- Touchstone Pictures
- From: [www.play247.com](http://www.play247.com)
- £17.99

Arnold Schwarzenegger once again takes on the role of a killer robot, sent back in time from a war-torn post-apocalyptic future. Only this time round this robot isn't here to kill Sarah Connor (Linda Hamilton) - who has been consigned to the loony bin after the original Terminator incident having been reprogrammed in the future by Connor's son to ensure that she (and his younger self) are not wiped out in the present, thus changing the future. Arnie's opponent this time is not human; instead it is

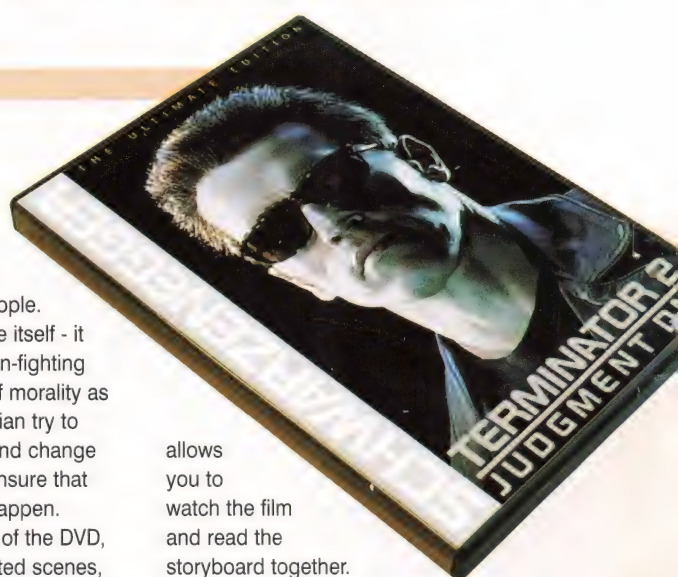
another robot, the T-1000 (Robert Patrick), deemed the most lethal machine ever created and capable of assuming the shapes and voices of other people.

T2 makes no attempt to disguise itself - it really is wall-to-wall explosions, gun-fighting and action, with just a sprinkling of morality as the Connors and their robot guardian try to evade the clutches of the T-1000 and change the future themselves in a bid to ensure that neither robot or future wars ever happen.

The film only forms a small part of the DVD, which is also packed full with deleted scenes, documentaries on the making, cast, crew and effects, theatre trailer, teaser trailers, the entire screenplay, storyboards, audio commentary tracks for the film by Arnie and director James Cameron, and DVD-ROM material including web links and a Windows application that

allows you to watch the film and read the storyboard together.

There's a total of a whopping six hours of footage on this disc, all wedged into a limited edition metal case. Whether you've already seen this movie or not, T2: Ultimate DVD Edition is a must-have for any movie buff. **CG**





## WEB SITES

## Aminet Set 10

- DM 59 (around £18)
- Schatztruhe
- Phone +49 (0)201 798487
- or visit [www.schatztruhe.de](http://www.schatztruhe.de)

No Active Media these days would be complete without an Aminet CD or four to put on your shopping list, and in the run-up to Christmas, Set 10 doesn't disappoint. Four discs, nearly 4,000 archives (that's around 3GB of uncompressed shareware, no less) and a bunch of extra software like *Zombie Massacre*, *Personal Paint 7.1b*, *Pinball Dreams*, *Pinball Fantasies* and *Pinball Illusions*.

"Sorry, did you just say *Pinball Dreams*, *Fantasies* \*and\* *Illusions*?" Why yes, we did. For those are the offerings on Aminet CD 39, available separately if you so desire for just DM 25 (around £7.50). Ah, fair Nightmare table, we meet again.

Anyway, if you ask us, that makes either the full Aminet set or just the one tiny quarter of it well worth the asking price. Pop this in the top of an Amiga lover's Christmas stocking and they won't tear themselves away until the New Year. Just make sure you remember to pick up issue 16 of *Amiga Active* in the meantime... **DS**



## Devicetop

- Web site
- URL: [www.devicetop.com](http://www.devicetop.com)

If you are interested in Amiga's plans beyond straightforward desktop computers (and if you're not, you are missing out on a lot), you should take a regular look at Devicetop.com. This site carries news and information on the handheld computing arena, from WAP mobile phones, through PDAs to what is being planned next. There is also a message board for discussion of various topics. Reading this site may help give you a better understanding of some of Amiga's statements.

Devicetop is not just a general site about portable computing, it's sponsored by some pretty big names, like Sun, Motorola, Tao and, of course, Amiga. **NB**

## Darwin Awards

- Web site
- URL: [www.darwinawards.com](http://www.darwinawards.com)

"Darwin Awards celebrate Charles Darwin's theory of evolution by commemorating the remains of those who improved our gene pool by removing themselves from it." In other words, these awards and this site are about people who managed to end their life in a spectacularly stupid way. It sounds a pretty tasteless topic, but we defy you to read a few of the stories and not be shaking your head and smiling in disbelief within minutes. It's likely that a proportion of these stories are urban myths, although some are backed up by news reports. But who cares, the stories are amusing enough, whether true or not. **NB**



## Themeworld

- Web site
- URL: [www.magellan-themeworld.co.uk](http://www.magellan-themeworld.co.uk)

Windows themes are a way for PC users to customise the appearance of their computers. The good news for us is that some of the files used here can be used to brighten up Workbench in the same way. While Workbench doesn't have support for themes, you can still use the backdrop pictures with a suitable datatype (usually BMP or JPEG). Directory Opus is able to import Windows themes, giving the full range of customisation that "the other guys" get.

With themes being so popular, there are many sites full of theme listings and links, many of them less than friendly to navigate. Don't despair, there is a site dedicated to Opus themes, although the backdrops can be used with Workbench too. The themes are already in Amiga formats, both the themes themselves and the individual files. Magellan Themeworld has many themes, sorted by topic, with preview pictures of each one. The site is missing the adverts for commercial and shareware software that seem to infect Windows theme sites, replacing commercialism with ease of navigation. My only complaint is that it doesn't seem to be updated very often. **NB A**





# AMIGA<sup>®</sup> OS3.9

## Features include:

- **Multimedia programs**  
(MP3 player, AVI & QT player, new CD player)
- **Web browser AWEB 3.4 SE** (new version)
- **GENESIS** (full Internet and network access)
- **AmiDOCK** (new program start bar)
- **WarpOS 5.0** (new version)
- **IomegaTools** (for Zip and Jaz)
- **New powerful Shell** (with extensive prefs)
- **Automatic datatype recognition**
- **Integrated unpacker** (lha, lzx, dms, zip...)
- **Fast search** (search for, and in, files)
- **New picture datatype** (PPC-optimized)
- **Many new tools** (ASLPrefs, new Info requester, new watch, font cache, new colour wheel, etc.)
- **Extensive HTML documentation**  
(in English and German)
- **Available middle of December 2000**



more information on [www.amiga.com](http://www.amiga.com)



## Part One

# Home Sweet Automated Home

Would you trust your Amiga with control over your house?

**A**t 1999's World of Amiga show in London, Jim Collas stood up on stage and talked about his vision of the Amiga's future. It was to be wonderful, innovative and, yes, revolutionary. Distributed devices would enable you to trade stocks and shares over the Internet from your desktop, laptop, palmtop, web pad or mobile phone. It didn't matter which device you used; the new Amiga operating environment would allow you to do almost anything from virtually anywhere. Men would even be able to retain hard-won dominance over their spouse's viewing habits by controlling the TV from the other side of the world. "Honey," joked Collas to an audience intent on applauding whenever he paused for breath, "I'm in Japan. But I'm still changing the channel."

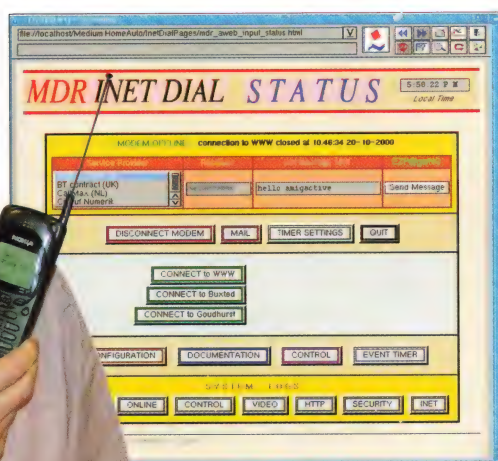
Collas' vision may have been revolutionary to many in the audience that day, but to one

man in particular, we were already half way there. Richard de Rivaz, not a million miles away from London at Sussex-based MDR

Interfaces, had already been working towards a similar vision using existing Amiga hardware. Deployed in several industrial installations, MDR's own proprietary hardware was already being used to control a Dairy production line and systems at an Electricity board, thanks to the Amiga. According to MDR, their longest-running installation, a packaging line, "has now been operating continuously 7 days a week 24 hours a day for over 11 years."

**"Amigas can already be used to offer unprecedented control of your home... from someone else's."**

Richard de Rivaz shows off the SMS messaging capability of Inet Dial.



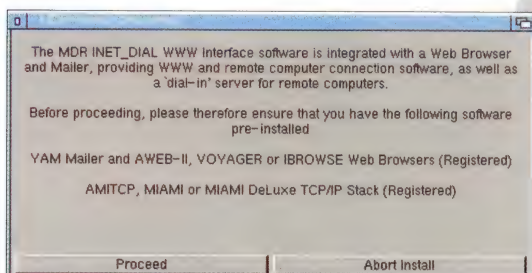
Now, moves are being made into the consumer market with Inet Dial, which allows the control of all manner of devices in the home, either locally with an Amiga or remotely, with any computer that can run a TCP/IP stack and a browser. With the ability to integrate itself with existing software and hardware available on the Amiga, you can control any unit that can itself be controlled via MDR's own switching units (intended for industrial purposes), the X10 protocol (ideally suited to the home environment) or infra red. Though we've a way to go before we reach Collas' vision of the Amiga's future, Amigas can already be used to offer unprecedented control of your home... from someone else's.



## ► The more the merrier

Installation of Inet Dial is handled by a standard installer, but before you get started, you will need to have several other pieces of software set up on your Amiga. This includes a TCP/IP stack (AmiTCP, Genesis, Miami or Miami Deluxe), web browser (preferably AWeb-II - IBrowse and Voyager are slower and don't support all of Inet Dial's features), the freeware e-mailer YAM, and the Apache web server (which itself requires Geek Gadgets). Once all of these are installed (and in the case of your TCP/IP stack, registered and fully functional), you're ready to install Inet Dial, the latest version of which (3.828), along with Geek Gadgets and Apache, are on this month's coverdisc.

The software is designed to be started from your user-startup script each time you boot your system (because with remote connections, the system needs to come back online without user



**Above:** The installation of Inet Dial requires some other software to be present on your Amiga.



**“Configuring Inet Dial for the first time used to be a daunting task...”**

intervention if a machine reboots), but you can take the chunk of code placed in your user-startup file by the installer and create a separate script if you wish. We did so here, giving the script a project icon with the default tool “C:\IconX” and popping it in the WBStartup drawer to achieve the same ‘auto-start’ effect in a cleaner way.

We tested the software on an A1200T with BPPC/BVision and 96MB Fast RAM, Apache, the Genesis TCP/IP stack and AWeb-II v3.3 as the web browser, but the minimum requirements of Inet Dial are far less. You only need around 16MB of RAM to get everything up and running smoothly to start with.

When run for the first time, Inet Dial launches AWeb to display an introductory page, before taking you on to the configuration screen. Here, you give the software information about your machine, its IP address and connection to the Internet, if you have

one. Whilst a connection to the ‘net isn’t required (you will still be able to use Inet Dial locally without problems), the Internet side of the package is one of its strongest suits, and registration and (regular) updates to the software will require an Internet connection. Likewise, YAM isn’t vital to the operation of Inet Dial, but one of its main features (a web interface to e-mail) and registration of the software both require the e-mailer to be present on your system. This isn’t a problem given that YAM is freely available, and also on this month’s coverdisc.

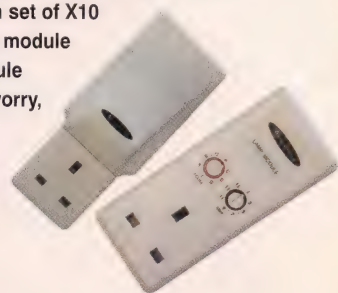
Configuring Inet Dial for the first time used to be a daunting task, with a whole host of options to get your head around. Now, more advanced aspects of the program are hidden from the view of first-time users, who are urged not to enable them until you have a good basic set-up in operation - a good thing. Like the documentation says, the program is, *“designed to help you in a calm way, not to overcomplicate your life! Whether you configure it to be complicated or not is up to you!”*



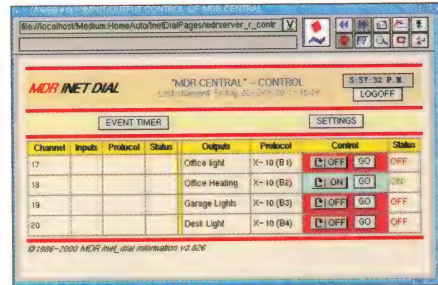
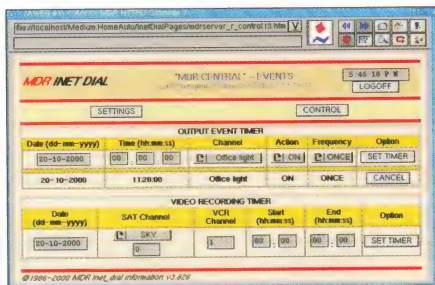
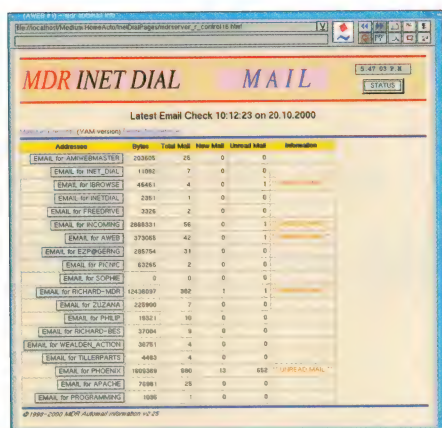
## What's X10?

X10 is a control protocol designed for the home, whereby an interface module plugs into a mains socket and receives signals either from a specially designed remote control unit or (in this case) a computer.

Separate appliance and/or lamp modules can then be placed around the home, and electrical appliances (up to 13amp) or lights (e.g. standard lamps) can be plugged in. Each set of X10 devices is given a ‘House Code’ and each module has a unique ID number. The interface module sends signals using the mains wiring (don’t worry, your appliances won’t go haywire!) and the corresponding module switches itself on or off. In the case of a lamp module, a light can also be dimmed or brightened. We’ll look at X10 in more detail in a future issue of *Amiga Active*.







**Above:** Set events to happen on a particular date and time - choose which device to control, the action ('on' or 'off' - or 'dim', in the case of lights) and click the "Set Timer" button. What could be simpler?

**Above:** Log on to your Amiga from anywhere in the world and control your home with the click of a mouse!

## Fulsome Features

Inet Dial, though barely a year old in its current incarnation, already offers more features than we could sensibly expect to cover in any depth in these pages. An overview is, however, possible. But only just.

We begin, then, with e-mail. Maybe not a feature required for "Home Automation" per se, but an extremely useful one, especially if you use YAM and have more than one Amiga running in your home where e-mail is required. Linking machines together and sharing at least one device via NetFS (which Inet calls the "Data Server"), you can use just one Amiga to send and receive e-mail for all the other Amigas it can see - and they don't need to be in the same room, building or even in the same country. So long as you can 'dial-in' to the remote computer, the server can collect pending e-mails and distribute newly collected messages.

You can even use Inet Dial's configuration page to schedule timed collection and delivery of e-mail, and you can get your Amiga to 'speak' to you to let you know when it is collecting e-mail and inform you of your unread messages. This feature is turned off by

default - a blessing for those who have heard the Amiga's dated speech synthesizer!

Event control is what Inet Dial does best. It can control X10 units (see boxout) or send infra red commands using Infrarexx thanks to ARexx, if you have one such device (most recently, the EZLink - see issue 12, page 32). Setting events to happen on a particular date and at a specified time is achieved via Inet Dial's web interface, with true point-and-click simplicity (see above).

## "You can even log in from your holiday home and set the video..."

Once set, you can view the list of pending actions on another page, and cancel or update them at your leisure. Ideal for turning lights on and off whilst on holiday, for example. You can even log in from your holiday home and set the video if you forget to do so before you go away, or turn the oven on from work before you leave in an afternoon. Or, yes, change the

TV channel whilst your spouse is watching telly. Worryingly appealing, isn't it?

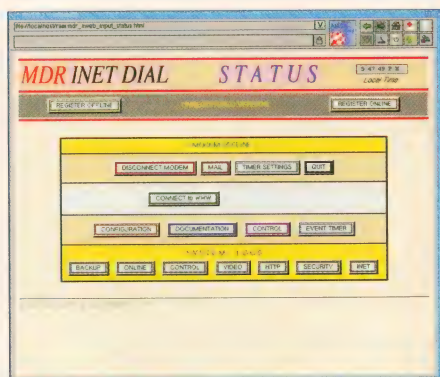
Don't forget that all this can be done either locally, using the Amiga in your house, or remotely by logging in to your Amiga from another machine on the Internet. For the moment, your Amiga will require a static IP address (Demon Internet are one company who still provide this feature) although MDR assure us they're working on a way of using the dynamic IP addressing system, so that you can log in to your Amiga whatever its IP address might be. Naturally, setting up a username and password restricts access so that only known users can log in and start messing with your appliances.

Now, look at that - we've glossed over most things and not even had a chance to mention the timed, remote backing up of your Amiga's files over a network. Nor have we gone into any details on how Inet Dial interfaces with EZP@gerNG to send SMS (Short Message Service) messages to mobile phones! Looks like we'll have to come back for a Masterclass in a few issues' time. Until then, take a look at the demo on this month's CD.

David Stroud **A**

## Versatile Inet Dial!

The HTML documentation is quite extensive, and new users would do well to read through it at least once to familiarise themselves with the options available. There are details of how Inet Dial operates, notes on security issues, a description of the options available on the status page and reams of notes on all aspects of configuration and help on using different TCP/IP stacks with NetFS for connecting to remote machines. There's even information provided for other third-party software which Inet Dial makes use of, including browsers, YAM and EZP@gerNG.



**Above:** The status page is the hub of the program. Enabling SMS messaging adds an extra panel to the status page for sending messages (see page 37).

## Inet Dial 3.838

**SYSTEM:** 16MB Fast RAM, OS 3.5, AWeb-II 3.3 recommended. X10 units for remote control of appliances/lamps, YAM for e-mail, Infrarexx for infra red and EZP@gerNG for SMS messaging. Phew!

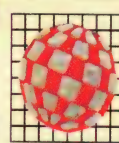
**SUMMARY:** Extremely versatile and well documented, Inet Dial is well on the way to becoming a one-stop-shop for remote home automation on the Amiga.





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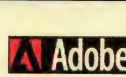
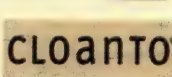
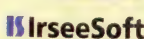
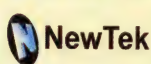
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## Part Two

# ImageFX 4

## Animation for Video, Animation for Web

In part 2 of his ImageFX tutorial, Kermit Woodall introduces some of the foundations of getting ImageFX up and running - and complements it with a little more of his own brand of hard sell, of course!

In the last issue I showed you how to use all the cool new animation features of ImageFX.

So you liked what you saw and bought it. If not, run out and buy it right now. I'll wait.

Got it? No?

Okay, I'm still waiting.

Now...? Great - thanks for becoming a customer. You're going to love using ImageFX. Trust me. Oh - you'd like to know how to get up and running quickly with ImageFX? Well, lucky you! That's exactly what we're going to talk about.

### Chapter One:

The Complete Neophyte's Guide to Setting Up ImageFX

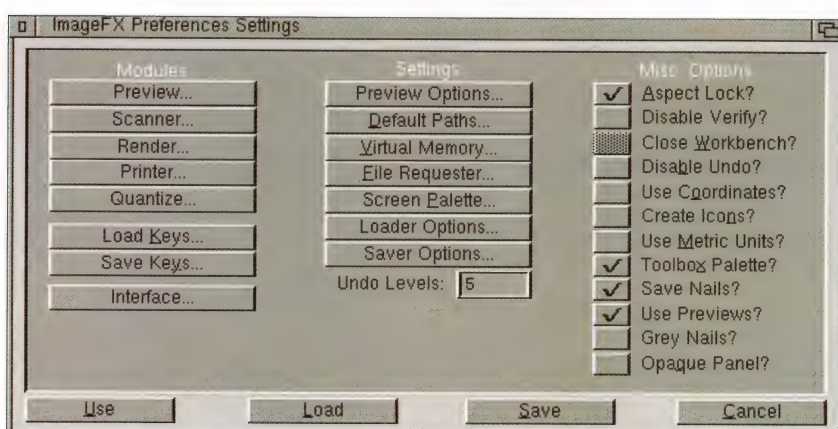
ImageFX is a highly complex piece of software. Fortunately, the interface is quick to get around in, but if you click the "PREFS" gadget you'll get a screen full of options that you're not likely to be sure about. The options all default to mostly harmless settings that should work on 99.99% of all Amigas. That's not going to be good enough for you. You want a little more power and you want to know how to get it. Well, let's at it then!





▶ You'll notice in the interface (below) that there are three rough columns of options to configure. The first column is primarily an area to configure the modules that control the input and output of ImageFX. The second column is Settings and starts with the options for the Preview (Working Screen) options and ends with the number of UNDOs you can have. The third column is a hodge-podge of various options for ImageFX in general.

So what are the best settings? To start with, I'd recommend your basic options match that of the screenshot below. You can increase the number of UNDO levels as you like - but try to keep the number down to something your Amiga's memory can handle.



**Above:** ImageFX's Preferences...

**Below:** ...and Default Path settings.

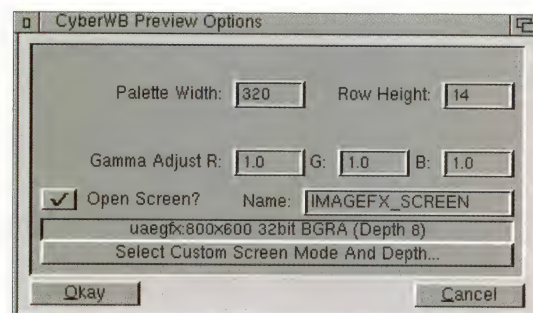
All of your modules in the first column are going to be determined by your Amiga's hardware configuration. If you launched using the ImageFX icon you'll already be set to Windowed or WindowedCGX preview. If you have any other display card or setting you wish to use - change it here. You'll also want to set your scanner, renderer, and printer here. I recommend setting 'Renderer' to "FOREIGN" so you can handle all output formats and 'Printer' to "SuperPrefs" so it will use your Amiga's printer drivers. Note: If you have third party printer drivers, they may come with an ImageFX printer module as well. In that case, use it.

'Load/Save keys' are features for advanced users and are covered in the manual.

'Interface' is used to control various options including font size(s) used in ImageFX's display and menus and whether or not the child menus close after you use them. This was the default behaviour of the older ImageFX. Now you can have them all stay open and easily accessible if you like!

In the Settings menu you can use higher resolution screens for ImageFX by using the Preview Options. As its menu shows, you can select any Screenmode and any colour depth you like. Note: The "Depth 8" that appears in the Screenmode name is what the Amiga thinks it's running on, even though you're getting the full color mode for graphics in ImageFX. It's confusing, but that's the way they're named in the Amiga - it's not ImageFX doing that.

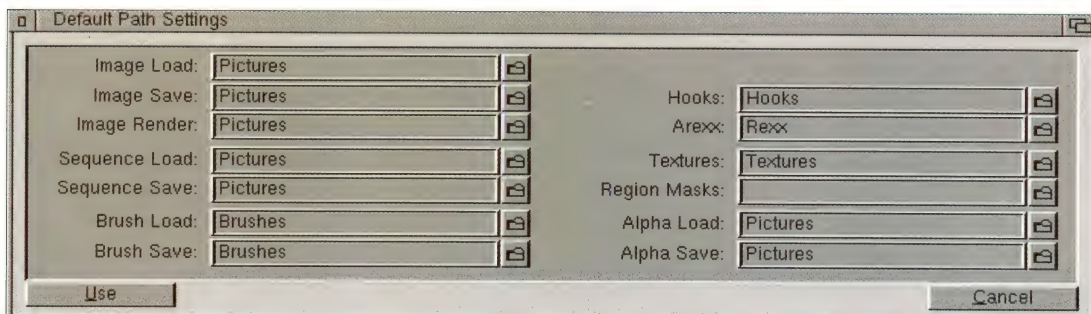
You can alter the default settings for Default Paths if you like - this tells ImageFX where to find and save everything you do. You'll notice that there are many paths so that everything doesn't try to go to the same place necessarily.



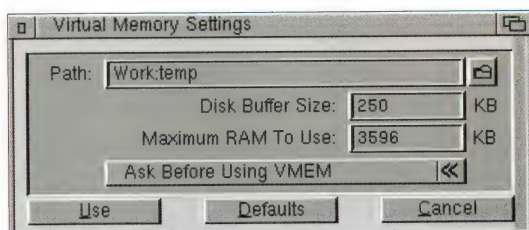
**Above:** Set the method of previewing images that takes your fancy.

Virtual Memory used to be one of the most confusing areas to set up. The options are all described in the manual - but forget 'em! Just come into this menu and hit 'DEFAULTS'. This will automatically revert everything to the best settings.

**"Virtual memory used to be one of the most confusing areas to set up..."**







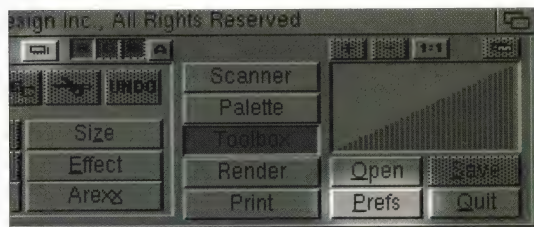
**Left:** You can't give yourself a virtual memory, so why not give one to ImageFX instead?

If you really feel the need to alter the 'File Requester' or 'Screen Palette' (the colors of ImageFX's menus) - go right ahead. There's no 'best suggestion' here since the defaults work fine for me!

The 'Misc. Options' should be set as shown. Most of them are self-explanatory, although you might not understand what 'Opaque Screen' does. It is used with the GVP IV24 card, Opalvision Card, and Firecracker 24 display card to make sure the menus aren't transparent. Normally these cards make everything in color zero (the background grey) transparent. Some people like it, some don't. You have control over that here.

The final thing to make note of is the 'Layers' gadget. You'll see it highlighted in the same screenshot with the 'PREFS' gadget. After you've set everything else here to your satisfaction, load up any picture you like and click this gadget to open the Layers menu. Move the menu wherever you like it to be on screen. You're also welcome to open the Pen and Drawing Tools menus and move them.

Once all this is done, re-enter 'PREFS' and hit 'SAVE'. Take the "default.prefs" name it comes up with and hit 'OKAY'. ImageFX will now come up with your favorite options every time it's loaded from now on.



**Above:** There's no need to be left in the dark about ImageFX's options - just pay attention to the highlighted buttons!

## Get ImageFX 4 now!

Our special offer from last issue still stands, so flick to page 40 of issue 14 (which is still available from our back issues department - see page XX for details), fill in the coupon and send it in to Eyeteach.

A copy of ImageFX 4 with PowerPC module will set you back just £99.95, or if you're upgrading from v2 or v3 of ImageFX, it's a mere £59.95. The PowerPC module for ImageFX 4 is also available on its own for £24.95.

Postage and packing is only a few quid extra, but you'll have to hurry to receive ImageFX 4 in time for Christmas - not only will the postal service slow to a crawl as is traditionally the case at this time of year, but our offer's only open until December 31st!

## Chapter Two:

ImageFX isn't Working Perfectly. Fix it.

ImageFX 4 has been Nova Design's pride and joy. It's been one of the most stable releases we've ever put out. If you're seeing a few problems - they will usually be the result of something else interfering with ImageFX (after all, remember that ImageFX is quite complex. It uses features of your Amiga that few other packages touch on) such as AmigaOS add-on freeware or shareware packages.

## "If you are running OS3.5 be sure to install Boing Bag #1..."

However, even AmigaOS itself can have a few problems with programs like ImageFX - only a few fortunately, and they've all been fixed by now. Be sure you're running AmigaOS 3.5 or at least the 3.1 release. If you are running OS3.5 be sure to install Boing Bag #1 - the set of patches and fixes that correct a couple of minor problems with ImageFX (amongst other things). We have a special section on our web site ([www.novadesign.com](http://www.novadesign.com)) in the ImageFX section that explains all AmigaOS 3.5 problems and what to do about them. We also have a small patch to bring ImageFX 4 to the 4.1 release as well.

You'll also find information on our web site about other support options. The main one we recommend is the ImageFX mailing list. There are literally hundreds and hundreds of ImageFX owners and experts on this list who help each other out and post interesting tips and tricks as well. Complete information on joining the mailing list (available to anyone with an Internet e-mail account) is on our web site in the ImageFX section as well, so hop on over and take a look.

## Chapter Three:

So Long, Farewell, Auf Wiedersehen, Goodbye.

I'll be working on the final part of this tutorial for the next issue of *Amiga Active*. Feel free to e-mail me with any questions you have in the meantime.

Kermit Woodall

## Make Contact

Is there anything you'd like to know about ImageFX, or anything specific you'd like to see explained in the next part of this tutorial?

E-mail Kermit Woodall on [kermit@novadesign.com](mailto:kermit@novadesign.com).



ALPHA 2: HEY THERE, ALPHA 1. I HEAR YOU'RE NEW TO THE GALATEA.  
ALPHA 2: JUST FOLLOW MY LEAD. YOU'LL BE FINE.

MESSAGE

## The Descent of Hyperion

Clear some room on your hard drive. Freespace is coming to the Amiga!

*(d'you see what we did there?)*

**S**teffen Haeuser and Mathias Roslund have been working on Descent: Freespace over at Hyperion for several months now, so we thought it was about time we caught up with the game's development for the Amiga.

It turns out that Freespace is already up and running in two modes, and will be playable in the usual full screen mode or, if you have any free space (sorry, we'll stop it now), in a window on your Workbench screen. As work nears completion on the software rendering engine (which produced the screenshots you can see here), Steffen and Mathias' efforts will soon be concentrated on the code for a hardware-accelerated 3D engine based on MiniGL (which Hyperion have already ported to the Amiga).

### Twelve little endians

As you would expect for a game of this type, a lot of work has already gone into the 3D engine. The original code, originally written for the PC, has had to be converted from so-called "little-endian" to "big-endian", which will work on the 68k and PowerPC line of processors. The game's texture mapping routines have also been converted, this time from x86 assembler to C - but they have yet to be optimized, so it is unclear how smoothly the game will run on 68k-only Amigas.

Freespace will support several methods of control, from keyboard and mouse to joystick and Playstation joystick (including support for such a controller's analogue thumb-sticks) via PSXPort. With impressive cut-scene animations, tried-and-tested gameplay and the promise of

network gaming - over a local area network (LAN) or across the Internet - Descent: Freespace promises to bring a welcome new genre of gaming to the Amiga.

Eager to learn more (and possibly a touch impatient, like a five year-old child who sees his mother unpacking the shopping and expects sweets), *Amiga Active* talked to Steffen about Freespace's development.

**Amiga Active:** *What have you learnt in the last few months of working on Freespace?*

**Steffen Haeuser:** Well, aside from a lot of endian-correction, the 3D hardware renderer and the ASM->C conversions of the texture mappers - which was handled by Mathias - it is quite a "standard" port without



ALPHA 2: MORE BANDITS INCOMING. THE LOOKS LIKE A SCOUTING WAVE.

**OBJECTIVE**  
 DESTROY VIRGO  
 DESTROY CANCER  
 DESTROY ARIES (3)

**WINGMEN**  
 ALP

**WINGMAN**  
 D OFF 98

**ARIES 1**  
 PVF ANALYSIS  
 ON 637- 81: 88-

**35% DMS**

**525**

**WINGMAN**  
 FML-16 LASER  
 ML-16 LASER  
 10 FMX-50  
 10 MX-50

**25 CM.**  
 KILLS: 0

**0:40 K**

**SHIP SELECTION**

ASTEROID FIELD

VANGUARD

REPUBLIC

STAGE 1 OF 5

THE FIELD OF BATTLE

HELP

The screenshot is from the video game *Star Wars: The Force Unleashed*. It depicts a first-person perspective of the character Starkiller. His gloved hand is visible in the lower-left foreground, reaching towards a large, dark, industrial structure that appears to be part of a space station or a large ship. The structure has several bright blue lights glowing from it. The background is dark and indistinct, suggesting a space environment.

The game's user interface (UI) is overlaid on the screen. On the left side, there is a 'TARGET INFORMATION' panel. At the bottom center, there is a circular mini-map. On the bottom right, there is a status panel showing the character's health (a green bar) and force level (a green bar), along with some numerical values.

The overall aesthetic is dark and atmospheric, typical of the *Star Wars* franchise's visual style. The lighting is primarily from the blue lights on the structure, creating a high-contrast scene.

[illegible]

**ISSUE 15** **AMIGACTIVE** **45**



**Right:** As we were going to press, Steffen sent us an early Christmas present. This screenshot shows the Warp3D renderer in action for the first time.



**"I think we will have some very interesting launch-titles for the AmigaOne."**

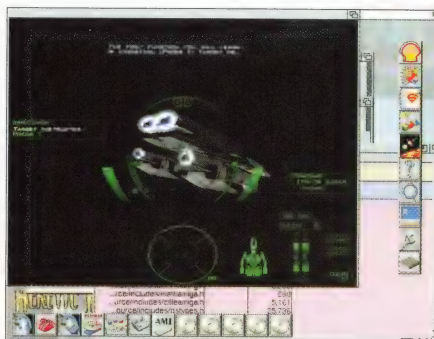
► (aka Avenger) will come for sure; others might follow (though it is unlikely that this will be more than one additional card). For a Warp3D driver, a working 2D driver must be present (however basic), otherwise there is no point and no possibility to even start development of a new driver.

The best way to make drivers available in a shorter timeframe would be if hardware manufacturers would stop disputing and give the issue of "driver support" much more importance than most of them are giving it now. I would ask them to stop disputing each others' hardware-announcements, just do the hardware and hire reliable people to write the software drivers as soon as something even remotely similar to a prototype is ready, so that the software drivers do not delay the [hardware's] release too much. Whoever has the hardware together with 2D drivers out first has a big advantage. We won't limit ourselves in our support to one type of hardware, though - we will support everything which offers both hardware and 2D driver availability.

**AA:** Obviously the best thing would be for everyone to work together to produce drivers for the latest PCI 3D graphics cards, no matter whether they use the Mediator or Predator (which we are still yet to see). What can we do, if anything, to ensure we don't see a repeat of the H&P/Phase5 war transferred to the PCI graphics hardware/software arena?

**SH:** In my opinion it would be best if there was a standard API for accessing the PCI board, which could be used by driver developers. This library should not be 68k-only, but ideally a 'mixed binary' with support for 68k and WarpOS. I think it would be to the benefit of all involved parties (DCE, Eyetech, Elbox) if this was done. It would simplify driver development for all of them.

Of course, then they have to co-operate at least to SOME extent. We have no preferences as to who builds the PCI Hardware, we just care that it does hit the market, and that AmigaOS 2D drivers do come out. If there are no 2D drivers (and we have been given neither Voodoo 2D drivers for the Mediator, nor for the G-Rex or the Predator up to now) there is a problem. I hope the hardware manufacturers will [address this matter] as soon as possible.



**SH:** That is of course difficult to say, but most likely it will be a Q1/2001 release. Whether there will be a demo, it is too early to say.

**AA:** Finally, what are your personal thoughts on the AmigaOne, and the future of our platform?

**SH:** I think it will be a great platform. I especially like the Amiga's most recent announcement of doing - in cooperation with Eyetech - a system which will run both the "Classic" and the "NG" OS as sort of a "bridge system".

This hopefully puts a stop to the attitude "I won't buy anything for the Classic anymore, the new system comes out soon" which many Amiga users have. This attitude has proved quite disastrous for Amiga software companies already. Of course we need a future [system] - but we also need a present [system].

Amiga companies need to sell software now, so Classic sales are very important for them. I think Amiga's latest announcement is helping Amiga software companies a lot. We even hope for a Classic development past OS3.9...

As to what the future will bring once the systems are there, only sales (both of hardware and software) will tell. But I am confident that Amiga (and their partners) will be doing a nice job. Of course, we will also support the AmigaOne.

We will be a strong supporter of the new OS, but we will also continue Amiga Classic support (all our current Amiga projects are Classic-based). Our source code is always very portable, so we will be able to bring out AmigaOne titles very fast once the system hits the market. I think we will have some very interesting launch-titles for the AmigaOne.

Another important issue is, of course, "Will Amiga owners stop pirating software?" This is another question which only the future will be able to answer.

For Hyperion especially, the sales of our next titles will be very important (got the hint, people who are reading this?)

## Space on the 'net

**AA:** Agreed. So, getting back to Freespace: what form will network support take? Will there be support for null-modem, LAN and/or Internet play?

**SH:** Networking will be TCP/IP based, both LAN and Internet-play being supported.

**AA:** How worthwhile is network play for a game like Freespace?

**SH:** Well, a lot, so we hope! A networkable space-fighter game is something still missing on the Amiga - until Freespace...

**AA:** How long do you expect further work on the game's development to take, and when are we likely to see a demo?





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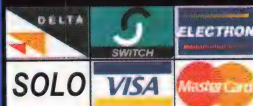
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'A brilliantly executed and absorbing game'  
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'If you missed it first time round, buy it NOW!' -  
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Forthcoming Review



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'Myst is now here.' 'A superb game which looks  
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Featuring many moves and gorgeously  
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won't be putting down in a hurry!  
*Needs 8MB, HD*

'There's only one word for the graphics -  
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Do you have Foundation or Foundation  
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missions to keep you busy for many  
more months!  
*Needs '030/40, 8MB, HD, CDROM*

Forthcoming Review

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# Nightlong



Cyber-chic point-and-click - it can only be ClickBOOM's latest Amiga conversion, the cyberpunk adventure game Nightlong.

**O**f all the genres of computer game, the point-and-click adventure must rate as both the most popular and least well catered for on the Amiga scene. Games like *Monkey Island* and *Beneath the Steel Sky* were enormously popular on the Amiga, so why is it that there haven't been more?

Point-and-click adventures at first sound like a good idea for an Amiga game. After all, they don't require powerful machines the way 3D shooters do, so the potential market is that much larger. Unfortunately, they do require a significant amount of expense if you want them to look really professional - you need a lot of artists, actors, script writers and so on, not to mention a good project management structure to ensure consistency throughout the artwork and rationality within the game story.

## The point? Clicking!

There have been a few attempts at the point-and-click adventure market of late, but they have only demonstrated the uncomfortable truth of the above statement. On the other hand, if the work has already been done, surely they're

a good target for a port? ClickBOOM, who pretty much started the whole modern trend for porting PC games with the adventure game *Myst*, obviously think so.

Unfortunately even that's not too easy as there have been surprisingly few point and click adventures on any platform lately. The good news is that ClickBOOM found a promising subject in *Nightlong*, a cyberpunk detective adventure with a distinctly *Bladerunner* look, originally published by old Amiga hands Team 17 and developed by Italian software team Trecision.

Unlike the rather abstract *Myst*, *Nightlong* is very much the traditional point and click adventure game. Your character moves from screen to screen, looking at objects, picking them up, combining them, using them on each other, talking to people and so on. It has an inventory at the bottom of the screen and a straightforward context-based "verb" selection, using a left click to look at something or a right click to use something. If you've played a classic point and click game before, you won't need to bother with instructions - you'll already know how things work.



The basic storyline is grist for the mill - you play Joshua Reev, an ex-military man who makes his living as one of the top private eyes in Union City, a sprawling urban dystopia in the year 2099. Your job, if you should choose to accept it (and if you don't, you're rather missing the point of the game) is to help your old commander Hugh Martens, now Governor of Union City, discover who has been organising attacks on the property of Genesis Cybernetics Corporation, Martens' chief political sponsors.

This is all explained in a very pretty FMV intro which owes more than a little to the opening scene of *Bladerunner*. Your briefing is delivered to you in the back of an air car flying past a giant pyramid-like buildings in a fog of darkness, illuminated by neon advertisements and giant TV screens.

### More than a little *Bladerunner*

The graphical quality of the intro is followed through into the game, which uses beautifully pre-rendered backdrops. These are brought to life with a host of small animated details, including lights that flicker, pipes that drip and fans that spin. All very *Bladerunner*.

The first screen even has a direct homage to Ridley Scott's film as a police floater passes by, stopping to briefly shine a spotlight through the window of an old building, and in more than one place you'll see the Frank Lloyd-Wright style Mayan-modern mosaic panels the *Bladerunner* set decorators were so keen on.

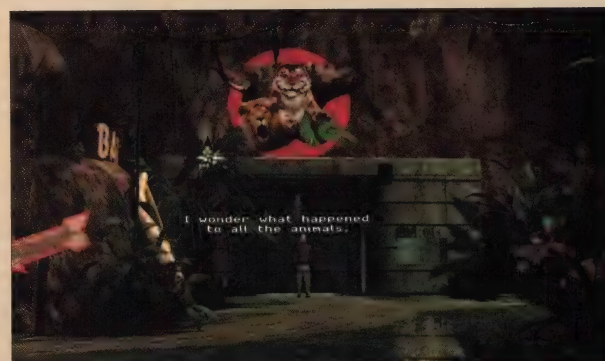
The characters are rendered 3D figures that look consistent with and interact very nicely with the backdrops. The audio is similarly atmospheric, if a little repetitive. This is a game that you play to the accompaniment of broken neon signs buzzing and police sirens wailing.

All speech is accompanied by voice acting which certainly wouldn't win any Oscars but is convincing enough - one or two of the actors seem to confuse drama with melodrama, but the quality is way above anything heard on the Amiga before.

Starting on the rooftops, the plot line draws you both literally and metaphorically into the underbelly of the city, as you explore run down areas, seedy bars and creepy ruins. At this point I'd like to be able to say that the writing is in the great tradition of urban dystopias, using the city



Above: Forget her Joshua - she's just a bunch of polygons.



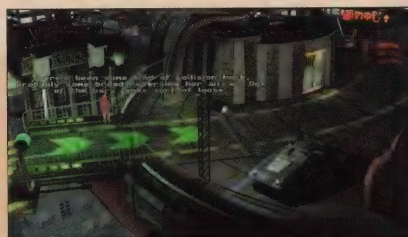
Above: I think the Tiger got a job advertising a grrrrreat breakfast cereal.

“...lights that flicker,  
pipes that drip, fans that spin.  
All very *Bladerunner*.”

## First steps

### SPOILER ALERT!

This is a walkthrough for the first few minutes of play. It will give you an idea of what playing *Nightlong* is all about, but if you are keen to solve the game entirely on your own, stop reading now.



You start your investigation on the rooftop car park of the apartment of missing agent Simon Ruby. Take a good look around, or you might miss something you'll need later.



See what I mean? That little dot at Joshua's feet is an important item - better pick it up.



▶ as an archetype for the dark inner landscapes of the mind, but it isn't. Union City is a setting, not a metaphor, and the story is adventure fiction - adequate for the task, engaging enough and plenty of fun - but not high art.

In common with most adventure games, literary consistency (and indeed believability) is often sacrificed for the sake of creating involving and engaging puzzles - no bad thing really, but one day I'd like to see a piece of interactive fiction that doesn't need to make such sacrifices.

## It's in the puzzles

The important thing in any adventure game is the way it plays, and Nightlong plays well. The puzzles are logical and consistent, and while you will occasionally find yourself trying to

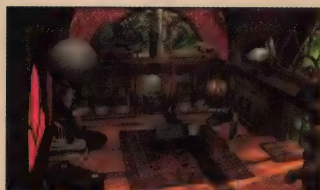
combine random objects in the hope of figuring out what to do next, it does all make a fair bit of sense in the end.

The pure adventure element is broken up in a few places with puzzle sections that are more to do with breaking a cipher than progressing the plot, a device often used to create a bit of extra challenge in an adventure game, but not one I am too keen on personally. In one instance I found the key to a puzzle after having solved the puzzle in part by brute force, and as far as I can see there is no way to get to the key until after the cipher is solved - a strange oversight.

In general, the puzzles are rational and a good job has been done of leaving clues to what should be done without actually telegraphing the answers.



**"The important thing in any adventure game is the way it plays, and Nightlong plays well."**



Above: By law, all point 'n click heroes must hate snakes.

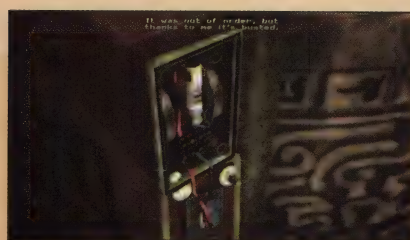


However, you do have to be pretty thorough - sometimes key objects are tiny little dots, so you need to move the mouse over every inch of the screen checking for objects to show up, and try using pretty much everything you come across. You also need to remember when you've left something - there are a couple of points where significant backtracking is required.

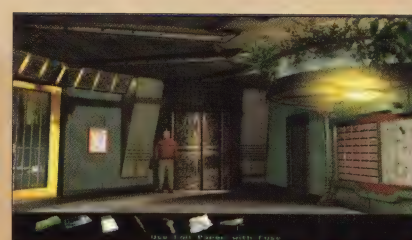
Overall, Nightlong is very well balanced - the hard core adventure fanatic may find that they work their way through the



OK, time to press on. Inside we find an elevator. Let's see where it takes us...



When I said press on, I didn't mean that hard! It's broken now. Oh well, looks like the fuse had blown anyway.



Isn't it lucky we picked up that foil? Foil is conductive, so combine it with the burnt out fuse and...





## A few problems...

As seems to be the tradition with ClickBOOM's games, Nightlong is an excellent title plagued with minor technical niggles. I'm sure that - as in the past - they will all be fixed with patches over time, but Nightlong has proven problematic in a number of ways. The CD filesystem used to duplicate the CDs is not compatible with many of the most popular filesystems - you'll need to be using CacheCDFS, AdagioCDFS or AsimCDFS to install the game, and unfortunately, these are all commercial filesystems. If you don't have one of these you can get around the problem by installing the demo version of CacheCDFS in the IDEFix package (it's on our cover CD in the AACD/Resources/CDROM folder), although this means that your game will be interrupted by a requester every half an hour or so until you register it. Some people have also reported read errors with some CD-ROM drives, although we have not experienced this problem.

Secondly, the synchronisation of the soundtrack to the animations is rather simplistic. If the animations aren't spooled from the CD quickly enough it can get badly out of synch, the speech tracks can be horribly mangled and the soundtrack can get quite a way ahead of the animation during the longer FMV sequences. Although ClickBOOM's stated minimum requirements don't specify a minimum speed of CD-ROM drive, if you have an older, slower unit you will find your enjoyment of the game is significantly hampered by this. We haven't had the opportunity to check it out on a wide range of drives, but you should probably expect problems if yours is less than 6x speed. The RTGMaster implementation for managing the interlaced graphics seems to have caused problems for some people - we weren't able to get the game to run on the Mediator Virge graphics card, and can't figure out why. Finally, there are occasional graphical glitches in the animations - annoying but forgivable.

game a little too quickly, but there's a lot to look at and interact with and it never gets frustrating or tedious.

There's a good sense of progress throughout and the story propels you along very nicely. Combined with the strong presentation, it's a very engrossing game. While I don't think Nightlong quite manages to force its way into the upper echelons of all-time classic adventure games, it's going to keep any point-and-click fan blissfully happy for a good few

hours. Looks as well as brains - a strong combination.

All in all, Nightlong is an excellent game - certainly to the point where it can safely be regarded as the best of its kind to hit the Amiga in many a year. Bearing certain caveats in mind (see "a few problems..." boxout), it's hard to think of any reason why Amiga gamers shouldn't be rushing to buy this one. Another feather in ClickBOOM's cap - a few more like this and they'll be laying eggs.

Andrew Korn **A**

## Nightlong

**SYSTEM:** 68030 or better CPU (PPC required for full-size FMV sequences), 16MB RAM, graphics card, fast CD-ROM.

**SUMMARY:** A few technical troubles, but three CD's worth of excellent point-and-click action with gorgeous presentation is more than worth the hassles.



**"Another feather in ClickBOOM's cap..."**



Insert it back in the panel where it belongs.



Hey presto... one working lift!



Looks like the lift takes us where we want to go - but you're on your own from here. Good luck!



✉ Your chance to pester the Editor! Write to: Amiga Active Magazine, 3-11 Spring Road, Bournemouth BH1 4PZ. Or, if

# InterActive



## Hello, World!

Goodbye from a once loyal Amiga user. After 7 years as an Amiga fan, the cruel and sometimes downright nasty way that the best OS in the world is treated has resulted in the use of Amigas declining from its lofty pinnacle of the A500 into the depths of despair of UAE on the PC. Being forced to run an emulator to use such a superb OS seems strange when there is so much talent in the world that could develop the competition against Gate's Empire. A PC does not need Windows to operate, it needs an OS. This simple fact seems to have passed the notice of the people who complain the most about a conspiracy led by Bill Gates to control all the world's computers.

Unfortunately, I have now joined the conspiracy and am now using a Windows driven monster. That has already needed to be reformatted and reinstalled twice in the period of 1 month due to the wonderful OS supplied by BG free with my computer (I know that the manufacturer of my PC had to pay to bundle the Windows 98se with my machine.)

So goodbye, cruel (Amiga) world.

G. Dunnin (A500-A1200, RIP),  
via e-mail.

If this section of the magazine looks different, it's because you've started on the wine early. Christmas, indeed.

Actually it's you who had to pay to have Windows installed on your machine. Try asking for a PC without Windows installed and you'll find you can save yourself quite a bit of money.

The truth is that there IS competition for the OS market. As you say, it's the OS that really makes the computer, and if you want to avoid the monstrosity that is Windows, your PC is already perfectly capable of running alternative Operating Systems such as BeOS, Linux and QNX.

Before too much longer it will be capable of running the new AmigaOS as well.

There's a deep-rooted concept in some parts of the Amiga market that the PC is so much "the other side" that you can't own one and still be an Amiga user. Nonsense. In fact a PC, an Amiga and an Ethernet connection make an incredibly useful combination - and the PC is a pretty good games machine when it comes down to it! Buying a PC is no reason to say goodbye to the Amiga world.



## Fine Wines

In a way which can only be likened to that of a fine wine, Amiga Active just gets better with age. The latest issue (#14) was a triumphant combination of old and new ideas. The humour has improved over the months, with the latest issue's "I prefer cats to miniature dinosaurs" address and the consistently amusing Next Month page. Who ever came up with that idea in the first place? Last month's retrogaming feature was a brilliant read. Well done, Andrew. The one other thing that sets the magazine apart from all others (for me) is the comical photos. The disk mock-up (InterActive), the bits of birthday cake (Issue 13) and regular appearances of Bluey help to spice up the mag. I also got the Star Letter, which helped.

Kristian Hesketh, Surrey.

If you're after another Star Letter then forget it - praise won't bend our cruel hearts. The jokes tend to be a collaborative effort, mostly devised between Andrew and David whilst deranged by coffee and lack of sleep as those fatal deadlines approach.

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64 Retroactive

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**"In a way which can only be likened to that of a fine wine..."**

## All About Belief

After clicking on Amiga.org (as I normally do each day), the above headline caught my attention. I read it, printed it off and then read it again, each time saying "oh my God - they're gonna do it this time". I really, truly believe Bill, Fleecy et al can pull it off. The first couple of pages didn't really tell me anything I didn't already know, but then I saw the list of Committed Applications. My immediate reaction was "how many games?" Then after a cursory look, it became "hmm. Most are ports, but they are good games". Then it sunk in "Command & Conquer? Mario 64? Grand Theft Auto?" Is this real? I hope it is. Somebody, please tell me it's not another AmigaMCC vapourware situation; I don't think I could go through it all again. Have you guys got any more info on this whole list, NDAs permitting?

**Michael Fraser, via e-mail.**

Perhaps after reading our lead feature this issue you'll have reason to look forward to what Amiga are up to. It certainly is exciting! As far as we know that list was, just as described, a list of "committed applications and games". In other words, these are titles that various companies told Amiga they were porting - how much checking Amiga actually did is anyone's guess, but I think it's a fair assumption that several of those titles won't be appearing at all, I'm afraid. See our NextGen watch on page 28 for the lowdown.

There are a good number of solid, committed titles coming to AmigaDE, mostly from trustworthy companies such as Hyperion. However I think this was, alas, another case of Amiga not getting their PR quite right.



## Gates gags

Dear AA

Why don't we start a regular Microsoft-bashing joke column, like CU used to run? Here's one to get the ball rolling:

Three women were in a bar talking about their husbands and how they made love. The first woman said, "My husband is a marriage counsellor, and before we make love, he brings me flowers and chocolates. I like that." The second woman proclaimed, "My husband is a mechanic, he makes love a little bit rough, I like that."

The third woman replied, "Well my husband works for Microsoft and all he does is sit on the edge of the bed and tell me how good it's going to be when I get it."

**John Fisher, via e-mail.**

The biggest joke of all is that if Bush wins the American presidential elections (it's still on a knife-edge as I write this) he'll probably cancel the anti-trust action. He's probably worried that if he doesn't, Microsoft will relocate to some other country, such as Grecia or something.



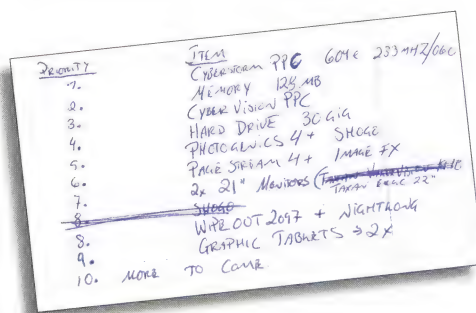
## Power to the people

How about this? A1200T ordered 3/11, arrived 6/11!

Thanks Power.

**Peter McIlroy, via e-mail.**

Well done Power Computing!



**Above:** Bård Olav Olsen sent us his Christmas list. I think he mistook us for Santa Claus or something.



## Speedball 2 is best!

**AA** May I first say that I cannot wait to get an AmigaOne in the spring. However, the main reason that I am writing is that after reading your article on Speedball 2 on page 64 of issue 14, I thought I had to give you my opinion on this.

Speedball 2100 on PlayStation is total crap (I know - I have played it). To prove my point, it scored 4/10 in Video Gamer issue 1. The players are too big, you (I think) can't put aftertouch on your shots like in Speedball 2 on Amiga. Also, the scrolling is jerky. So I don't think that this is a "little different than the years old Amiga Speedball 2". Speedball 2 (or 1) on Amiga is a lot better than PlayStation Speedball 2100. The gameplay on the Amiga versions is fab.

On a different note - why, oh why don't Sensible Software bring out a new SWOS with more than one player management (up to 10 or 12 people)? That would be great, you could buy and sell players from each other.

**Alan Monaghan, Co. Monaghan**

You own your own Irish county, Alan? That's pretty flash. The real point is that the Bitmaps tried hard to retain the playability of the original by retaining the simplicity and control method. Unfortunately the transition to 3D degraded the gameplay in the way it did with 3D Sensible Soccer. Shame.

Sensible have been bought out by Codemasters. It would be a surprise if Codemasters did not look for some way to re-use the Sensible Soccer brand, but the last attempt to bring the game up-to-date was such a failure that they will have to rethink the concept. Perhaps a link-up version for handheld devices, where the market might let them get away with the tried and tested 2D formula, might be the answer?





## Mobile Amiga

For the past 4-5 years every time I get a gadget which can be customised, I customise it by trying to make it appear to be 'powered by Amiga' in some way. For instance, my Palmtop boots up by saying 'running AmigaOS v3.1' (I should update it to 3.5 now) and my mobile phone greets me with 'Powered by Amiga'.

Obviously I just set this up for a bit of fun, and so I could see the word Amiga at least 2-3 times per day, but on a few occasions people have been really impressed and asked if it really is 'powered' by Amiga. Unfortunately I have to tell them no, it's just me being stupid.

However, it is perfectly feasible that the new Amiga DE will be powering palmtops, mobile phones etc. So if you imagine how impressed people were when they thought it was Amiga driven, then if things actually do start to become Amiga driven, this level of impression would still be there, justified this time.

Gareth Murfin, via e-mail.

You're obsessed Gareth, it can't be healthy! Indeed there will be Powered by Amiga mobile devices - this is a key area for Amiga Inc, and one they are working hard on developing. I fully expect the AmigaDE to be principally an OS for Internet connective devices and mobile computing devices, with the desktop variant providing a self-hosted development and enthusiast's environment. Personally I'm rooting for a Psion 9 with Amiga DE on it!

As you will have read in the lead feature this month, it will be the ability to deliver interactive multimedia content to mobile computing devices that will give Amiga their edge. Indeed there is already a very mobile device running Tao's Intent engine - the Motorola P1088 Timeport Java Phone.



## Lily is cute, apparently

Hi, my name is Lily. I am looking for my prince.

Click here [http://Lily.\\*\\*\\*\\*\\*.com](http://Lily.*****.com) to see my profile and pictures.

SEE YA SOON!

Your search is over. We are your prince. Click here <http://www.amigactive.com> to see our profile and pictures!



## PC Hardware?

Hi Andrew,

I just thought I would share my thoughts on the 'Rants and Raves' you did on the PC last month. Over the past few months I have been thinking about the hardware for the new Amiga and the more I think about it the more I come to the conclusion that a Windows compatible machine makes a lot of sense. I don't want the new Amiga to have an x86 or AMD chip in it, but what I do think it should have is an easy way of plugging one in (a PCI card for example - as long as we have plenty of slots left). If this were the case then the new Amiga hardware would be capable of running the new Amiga OS, Linux, QNX and even the dreaded Windows. What this gives us is the ability to run almost any software available.

"...a Windows compatible machine makes a lot of sense."



Each month, the best letter we receive - the one which makes us laugh the most or think the hardest - will win its author an Amiga Active T-shirt. If your letter's awarded the lucky star, expect one in the post shortly afterwards.

Note: You must include your postal address in your letter or e-mail to be in with a chance of winning.



# Indianactive!

Dear Editor

Herewith I am sending a press release on the website [www.dgreetings.com](http://www.dgreetings.com), a site devoted to quality e-cards. I will appreciate to go through the site and is keeping the hope that you will like our site and would give weightage to the write-up so as to include in your publication. It's a request to send us the copy of news item, if you carry this in your publication. Kindly acknowledge the receipt of same to us.

Looking forward for your kind cooperation, patronage and favour.

Thanks with anticipation.

With Warm Regards,

**Bhavna Jain. Sr. Executive, Allwonders.com**

Dear Editor,

Herewith I am sending a press release on the website <http://www.bestindiansites.com>. This site is essentially a tool for a casual surfer and provides a sample of what Indian Sites offer on the net. This site is projected to remain a small site and act as a precursor to the proposed India centric Search engine. I will appreciate if you go through the site and is keeping the hope that you will like our site. Also hoping that you will give weightage to the write-up and would include in your publication. It's a request to send us the copy of news item, if you carry this in your publication. Kindly acknowledge the receipt of same to us.

Looking forward for your kind cooperation, patronage and favour.

Thanks with anticipation.

With Warm Regards,

**Bhavna Jain. Sr. Executive,  
Allwonders.com**

Dear Editor

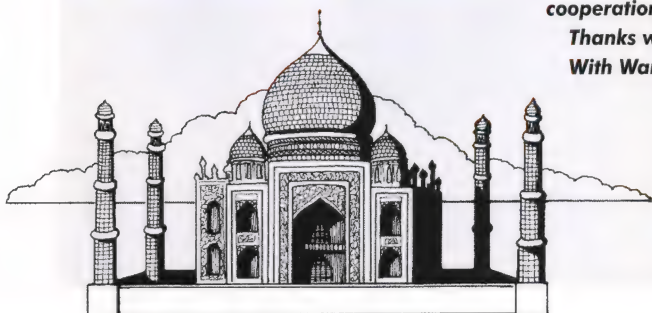
Subject : Press Release on Diwali Portal.  
I am glad to present <http://www.diwalimela.com>, a portal on Deepavali, India's biggest and most popular festival. Diwalimela.com is an integral part of dgreetings.com. This year Diwali will be celebrated on 26th October 2000. USP (Unique Selling Proposition) of the website is the depth of covering every aspect of Diwali festival.

We appreciate your effort for publicizing the press release in your esteemed publication in order to rekindle the spirit of Diwali among the readers and hopes that readers will celebrate Diwali on net with Diwalimela.com. We also wish you to visit the website and send the greeting cards to your near and dear one's. Kindly acknowledge the receipt of it back to us.

Looking forward for your kind cooperation, patronage and favour.

Thanks with anticip...

What did we do to deserve this?



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# And so, this is...

**Christmas:** the season of good will, tacky decorations, tackier muzak in high street stores, and obligatory seasonal features in every magazine. This month we put on our Santa hats and present you with an extra page of themed Interactive nonsense to read while digesting all that Christmas turkey.

**F**or years it has been easy for us (as for any Amiga user) to say what we would really like for Christmas. The answer has been obvious - we've wanted a new Amiga. Those selfish people at Amiga Inc. have ruined our fun this year by actually coming up with a new operating system and promising us new Amigas in the next year, so we're a little stumped.

Andrew, stuck for anything unusual to wish for, has set his heart on a new Home Cinema set-up, and Dave craves a 21" LCD monitor for those late night Quake sessions. Leanne wants a killer robot to guard her nice new G4 Mac from anyone else getting their grubby mitts on it, while Mark is hoping Santa will bring him an office network that actually works. The Guru, from his distant Himalayan retreat, tells us that all material possessions are illusion, while we can't make out Neil's Christmas list, as he wrote it in Perl by mistake. We're not sure what Bluey wants - he's probably just wondering what reindeer tastes like.

**"...he's probably just wondering what reindeer tastes like."**

## What I want for Christmas is...

Bearing all this in mind, we thought we'd put a few questions to the denizens of Amiga Active's mailing list to find out what they thought about the whole Chrimble thing. Unsurprisingly, many people were hoping to find OS3.9 under the tree, while a Mediator PCI board also seems like a popular choice (if you're planning on buying an Amiga user a present, please take note!). However not all of our correspondents were so straightforward. Here are a few of the people who had slightly less usual desires:

**Dauber:** *"A cherry sunburst Rickenbacker 360-12, just like George Harrison played in A Hard Day's Night..."*

**Andy Wanless:** *"A small goat. Always fancied owning a goat." (He believes that this ought to be Amiga Inc.'s present to him.)*

**Steve Hodson:** *"Catherine Zeta Jones... maybe Lucy Liu, or Kobe Tai - for \*those\* moments."*

**Gareth Griffiths:** *"World peace, ideally. But as that's not going to happen, a W as one of my initials, so I can run around like a total pratt, impersonating George Dubya Bush."*

**Andrew Crowe:** *"A new disk drive to replace the one that caught fire."*

**G.A.Griggs:** *"A Danube class runabout."*

Of course our readers aren't a selfish lot. They've also been thinking about what they think Amiga Inc. should get. Again, responses ranged from the sensible to the patently insane.

## A present for Amiga

Mark Bowen hopes that Santa will bless Amiga with "A huge marketing budget, voodoo magic and Bill Gates' effigy", a theme not a million miles away from Andy Wanless' suggestion of Bill's head in a bucket of something nasty, or Matthew Allatt's idea that Father Christmas should reveal his

**"A small goat. Always fancied owning a goat."**

violent streak by presenting them with Gate's head on a pole (quite a trophy to have hanging on the walls of the Snoqualmie headquarters!) Kevin Twyman cunningly hopes that they are gifted the manufacturing rights to the BoXeR, although most of us would be more than happy for the BoXeR to simply be in a position to be manufactured by anyone.

Ian Fyvie has individual presents picked out for some of the Amiga bigwigs - Fleecy gets a woollen coat, Bill gets a can of McEwan's Export (he doesn't drink!) and Gary gets a video of Dante's Peake. Andy Hall hopes someone is nice enough to give them a copy of Mr.T's little known book on public relations, *"(I Pity The Fool Who Doesn't Know) The Art Of Writing Press Releases,"* - not an uncommon theme. Steve Hodson puts it more simply: "Decent PR." It's a present that the various incarnations have had about as much luck with over the years as we have with our wishes for a next gen Amiga.

OK, you can stop reading this nonsense now, the Bond movie is about to start. Here's wishing you all a very enjoyable Christmas (free of socks, cheap aftershave and copies of Rise of the Robots) from all at AA!

(Many thanks to everyone who made their suggestions, whether your comments were printed or not.)







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## Ask the Guru

Internet connections, IDE interfaces, solid screens, changing CDs and a handy hint or two, just for you.



Comms

### Internet sharing

Hi Guru,

I recently purchased a CNet Ethernet card and software from Eyetech which works perfectly, but unfortunately had no instructions on how to use the network to connect to the Internet using only one machine on the network. Can you help? I have an Amiga 1200 in a Power Tower, 603e PPC card with an '040 and 64MB of RAM and a 4GB HD with CD-ROM networked with an IBM Aptiva which I want to use as the gateway computer.

**Jim Logue, via e-mail.**

In all fairness Jim, the solution to your problem is way beyond the scope of what little space we have here, but suffice it to say you'll need to download and configure a program called WinGate which allows multiple interfaces and internet sharing. This is, of course, assuming that the network between the two machines is working fine. Personally I would have chosen Miami Deluxe for this task due to its implementation of Network Address Translation which makes all the networked machines appear to the outside world as one address, eliminating the need for proxies and Socks servers.

IDEfix is a software solution for using 4-way IDE interfaces. The standard IDE interface inside the Amiga is capable of running two devices off a single cable, but can be expanded to run 4 devices by splitting the interface into two. IDEfix is then used to run the second interface, while the first remains on the scsi.device.

If you only want a CD-ROM drive, this could be plugged straight into the internal IDE interface with the appropriate cable which converts it from 44 to 40 pins. In order to power the unit, adaptors are available to connect to the floppy power plug. Then it is a simple case of installing a CD filesystem and DosDriver in Devs:Dosdrivers and it should work.

**"No, never, not in a million years. It looks like you'll have to 'persevere' with a CD"**

As for your second point: No, never, not in a million years. Apart from not being able to get 650MB of data onto a floppy, it would seriously impair our interactive experience of the cover discs, so it looks like you'll have to 'persevere' with a CD.



Feeling Blue? Ask the Guru

Having technical problems, or know any tips you'd like to share? Send them to the Guru!

Ask The Guru,  
Amiga Active Magazine,  
Systems House,  
3-11 Spring Road,  
Bournemouth,  
Dorset BH1 4PZ.

Alternatively, e-mail them to the Guru's personal mailbox: [guru@amigactive.com](mailto:guru@amigactive.com).

**Note:** From next month, we'll be printing your e-mail addresses so others will be able to respond directly - so please let us know if you'd rather we didn't when you write in.



Hardware

### Where does it go

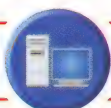
Hi Guru,

I would like to start with saying that the mag is great! I would like to put a CD-ROM onto my A1200 but my memory board is not PCMCIA compatible, and I have been told that I can get IDEfix but am not sure where I would plug the CD-ROM in?

Also, will you be doing the cover disc on your mag in floppy form for those that don't have a CD-ROM as yet?

**Tiny Small, via Yahoo!**

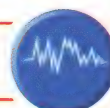
**What do they mean?**



Our lovely Guru will sort out your silicon.

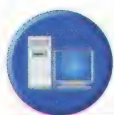


Sloppy software? Bug the Guru!



Networking and the art of Zen explained.





## Riding on the Ateo bus

Hi Guru,

After five years of being stuck in a PC void I found your magazine in WHSmiths, and it reminded me of all those fun years I had with my A500, A2000, A3000 then finally the A4000. I now find myself with an A1200t, OS 3.5, BlizzardPPC 603e 040/25 with SCSI, 32MB RAM, 4GB Maxtor hard drive, 32x Teac CD-ROM, 4x SCSI CD-ROM, EZ-DF0:, EZKey with Win95 keyboard, EZCD Mk4 and EZMouse. My motherboard revision is 1.D.4, I have 3.1 ROMs and an AteoBus and Pixel64 which is where my problems lie.

Installation of the hardware took 30 minutes. The Picasso 96 software was straight forward but when I access certain programs, e.g. SysInfo, my monitor shows the Workbench screen minus a mouse pointer. A PAL screen I thought, but the TV just shows a grey blank screen.

If I plug my 17" NEC multisync monitor into the native Amiga output I get a picture of a fully working SysInfo. Will a scan-doubler and SMON/F cure this (and allow me to play games on my monitor) or is something else wrong?

P.S. Was it always this easy to add CD-ROMs, HDs etc? I can remember sitting for days, not hours, trying to get a CD-ROM/HD to work properly five or more years ago - or is it all those years of using PCs making my mind work better?

P.P.S. What alternative OS can I run on my Beast to use the PowerPC, apart from MorphOS? I want an alternative to WB 3.5!

Luv the mag!

**Gwyn Malcolm.**

You are indeed correct in thinking that a scan-doubler is what you need. Very few graphics cards allow the native Amiga graphics to be passed through (the Picasso range is the only one that comes to mind).

The PicassoIV card actually had a top quality scan-doubler and flixer-fixer on the card, but on other boards there is no facility to do this - the original output is totally ignored, which is the case with the Pixel64 from Ateo.

Eyeteck will sell you a scan-doubler and Flixer-fixer combination that will convert the PAL signals to something displayable on your SVGA monitor, and the monitor switchers also supplied by Eyeteck will save the hassle of manually plugging the monitor from one port to another. If you wanted to stick with your multisync then

you could just get the switcher, as the monitor is capable of displaying the output already, but I'm sure the flicker would become too much eventually.

As for your second point: yes, but the software has come a long way in the last half a decade, which helps.

Lastly, you could consider LinuxAPUS, which is a special version of Linux designed to run on Amiga PPC cards. It is, of course, compatible with every other flavour of Linux, so there are a wealth of programs available, plus it will give you an insight into alternative OS's.



## Only one CD

Dear Guru,

I have a CD-R/W drive connected to my computer which appears to recognise the presence of discs only immediately after rebooting my computer, i.e. a CD must be present in the drive during the boot-up sequence. If I remove a CD and then re-insert it (or a different one) it is not read by the drive and no icon for it is displayed on Workbench unless I reboot.

The drive is a Ricoh MP7040A with which an IDE 4-way buffered interface was supplied. Presumably I have followed the installation procedures correctly since it does work, but it is irksome to have to re-boot each time I change the CD. Can you offer any clue as to what I have missed, please?

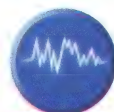
My system is A1200 with Blizzard 1230 IV turbo board (64MB RAM), Palladium internal IDE 1.6GB hard drive, modem, parallel printer, scanner and external floppy drive powered by a heavyweight PSU.

**David Smith, via e-mail.**

Unfortunately David, you forgot to mention which CD filesystem you are using, so it will make a definitive answer that much more difficult but I will try to steer you in the right direction. If you issue a 'diskchange CD0:' command in the shell after changing a disc and it appears correctly, chances are the filesystem is not set to poll the drive at regular intervals.

**"Most CD Filesystems have a mechanism that checks the drive every so often..."**

Most CD Filesystems have a mechanism that checks the drive every so often (typically three seconds) to see if the disc has changed. If it has, it returns a diskchange event to the operating system. The diskchange command issues this event manually, so if this works, check the documentation for the filesystem you are using. You may need to add a Tooltype to the CD0 icon in Devs:Dosdrivers.



## A solution

Hello Guru,

This is not a question but a solution that I found to a disturbingly common problem with Genesis trying connect to NTLWorld. Below is a list of the steps I took. Perhaps it may help out some of your readers.

- I copied my present setting, so I had a base to start with.
  - I then changed the phone number, username, and password.
  - I could not remember the DNS numbers, so I just deleted the old ones.
  - Then I ticked all the boxes under 'PPP' and saved the settings.
- It now connects every time without crashing like it used to!

**Stephen (Bomber) Harris, via e-mail.**

Many thanks for that, 'Bomber'!  
Does anyone else have any tips?

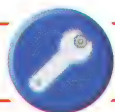
**The Guru** A



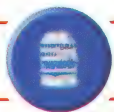
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Confused about your creative potential?



Save money - get the job done yourself.



Say WHAT? You must be bonkers!



# Money Spiders

This month, we take a look at the details and issues involved in setting up an online business.

**L**ast month's Net Profit feature (AA14, p14) looked at setting up an online business. Now it's time to look at some of the aspects of an online store that you have control over.

Credit card authorisation would be handled by a bureau, who will provide the HTML and do the work. Take care when choosing a credit card service - check the small print, look for any hidden costs and ask your bank for advice. Some of the major banks are now able to provide an online credit card service, although they usually prefer small businesses to go through a credit card bureau.

If you are selling anything that you may not be able to deliver immediately, check out the facilities for deferring payment. When a business handles credit cards through their own merchant account, they should not charge the card until the goods are available. When using a credit card bureau, the card payment is authorised and charged before you are even notified of the order. This puts you in an awkward position if the goods ordered are not in stock or are otherwise unavailable. Some card bureaux have a deferred payment facility, so ask about this if you may not always have goods in stock.

## Response forms

A credit card bureau, such as WorldPay ([www.worldpay.com](http://www.worldpay.com)) or CCNow ([www.ccnow.com](http://www.ccnow.com)) will provide you with ordering forms connected to their secure server. There isn't any need to deal with this side of it yourself.

You may also want to include some sort of response form on your site, to show your customers that their feedback is welcome. Adding a form to a web page is fairly easy, but first, you will need to ask your ISP or web hosting company where they keep the script which deals with e-mailing the contents of a form to you. Nine times out of ten this will be the standard formmail.pl script, with a path something like <http://www.isp.com/cgi-bin/formmail.pl>. You may have seen forms that use a mailto: URL as their action. This is a Netscapism, not supported by all browsers and not defined in the standards. It only takes one email to your ISP to find the correct information to do the job properly (see boxout, far right).

The first block in the form sets the action to be taken when the visitor clicks on the 'Submit' button, along with configuration data that is sent to the formmail.pl script without being displayed. The next two lines give text gadgets where the user inputs their name and address. Each of the input

**Above:** Response forms are easy to create and let visitors give you valuable feedback.

elements has a name specified. When the form is sent, you receive an e-mail showing the contents of each named element.

The `<select>` object creates a cycle gadget, with a choice for each of the `<option>` elements. You may want to add a blank option at the top of the list so that the visitor has to select an option rather than leaving it as the default. The next block has three radio buttons. These all have the same name so the browser will only allow one to be selected. The checkboxes that follow have different names, so the visitor can select none, one or more.

The `<textarea>` element gives a box for the visitor to type any other comments they may wish to make. Finally, we have the submit and reset buttons. These don't have to be at the end, but it's usually the best place to put them.

It should be noted that this HTML code will only give you a rough layout. It's normal to use a table to line up the various elements properly, but we omitted them here for the sake of clarity. There's a tabled version on this month's coverdisc.

**Right:** A credit card bureau provides all you need to set up online payment, including order forms. Prices and services vary, so choose carefully.

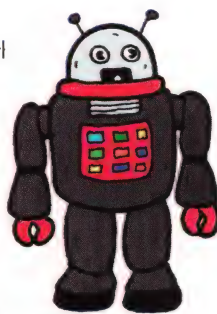


## Search engines

No business, online or otherwise, will succeed without people visiting. Search engines can be crucial to the success of a web site, commercial or otherwise. A good listing with the main search engines will expose you to visitors who would not have otherwise found you. It's not enough to be listed, however: most web searches produce hundreds of matches, with only the first ten or so presented at first. You need to make

match, the higher up the list you will be.

Try to be specific about the words you use here, and be careful about including trade names, such as Amiga. You should get permission for the



## "The robots.txt file contains a list of directories that a web spider should leave alone."

sure you appear as close to the top of the list as possible, and you must also encourage people to click your link first.

When submitting your site to a search engine, you are usually able to give keywords and a description of the site. How do you do this when they pick you up by trawling the web, or when they visit your site to update? The solution is to add two extra HTML tags to the **<HEAD>** section of your pages. The first gives a list of keywords, such as:

```
<META NAME="keywords"
CONTENT="Amiga, Magazine, Amiga
Active, Computing, Pinprint">
```

Instead of trying to work out the context of your site from the text on each page, you are giving the search engine exactly the information it needs to index you. A search containing any of these keywords is likely to return this site. The more keywords that

owner of the name. Do not use competitors' names. One company recently thought it clever to include the name of their main competitor with something like "this is not CompanyX". Of course, they received plenty of hits from people searching for CompanyX, along with a very expensive legal action.

When a search engine lists a web page in response to a query, it generally shows the first few words from the page. This is not necessarily the best description you could give, so you can specify the description with another meta tag:

```
<META NAME="description"
CONTENT="The official web site of
Amiga Active Magazine, published
monthly in the UK by Pinprint
Publishing. The Future of Amiga
Computing! Amiga Active magazine is
distributed worldwide via the news
stands and on subscription.">
```

Should you put these headers in all pages or only the first page of your site? Generally, you want people to enter via the front door, so it's a good idea to restrict search engines to the home page. However, omitting the meta tags won't prevent search engines finding the page. They will follow the links on your home page and index the other pages.

You can prevent this by including a file called "robots.txt" in the root directory of your site. The robots.txt file contains a list of directories that a web spider should leave

## Anatomy of a Form

Here's a simple feedback form in HTML:

```
<form method="post"
action="http://www.isp.com/cgi-
bin/formmail.pl">

<input type="hidden" name="recipient"
value="sales@bluey.com">
<input type="hidden" name="subject"
value="Customer feedback form">
<input type="hidden" name="redirect"
value="http://www.bluey.com/reply.html">

Name <input type="Text" Name="name"><br>
Email <input type="Text" Name="email">

<p>How did you hear about us?
<select name="FoundBy">
<option>Search engine
<option>Newsgroup posting
<option>From a friend
</select>

<p>Will you be coming back?<br>
Yes <input type="radio" name="Return"
value="Yes">
No <input type="radio" name="Return"
value="No">
Maybe <input type="radio" name="Return"
value="Maybe">

<p>Which of our products interest
you?<br>
Mail delivery <input type="checkbox"
name="Mail">
Security <input type="checkbox"
name="Security">
Dog biscuits <input type="checkbox"
name="Biscuits">

<p>Any other comments?<br>
<textarea Name="Comments" rows=8
cols=60></textarea>

<p><input type="submit" VALUE=" Send ">
<input type="reset" VALUE=" Clear ">

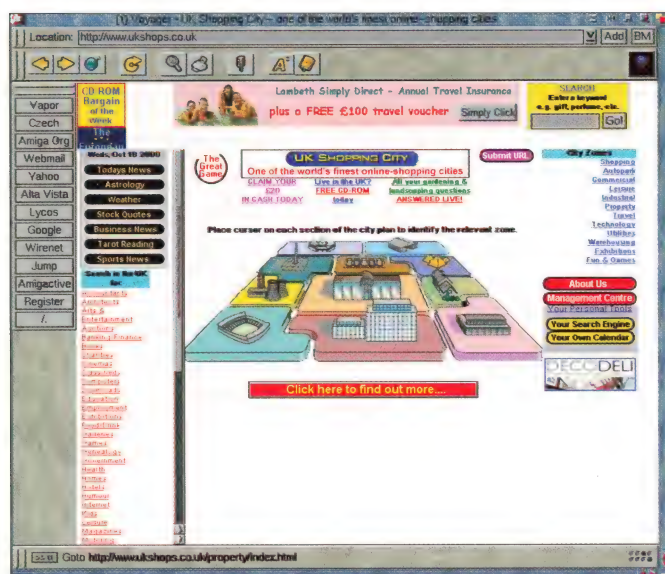
</form>
```

alone. It's a plain text file of the following format:

```
User-Agent: *
Disallow: /products/
Disallow: /images/
Disallow: /cgi-bin/
```

The first line gives the name of the web spider you want to restrict ("\*" affects them all). The "Disallow" lines exclude any items starting with that text. This example would avoid everything in the three directories mentioned. It may seem odd to exclude the images directory, but why subject your site to any unnecessary traffic that would slow down access for genuine visitors? If you put everything but the home page in subdirectories, it's possible to ensure that search engines only index the home page.

Neil Bothwick **A**



**Above:** Another way of gaining exposure for an online store is to join an Internet shopping mall. These attempt to reproduce the effect of a physical shopping centre, with a number of stores grouped together. The theory is that you gain "passing trade" from visitors who were initially looking for something else, or simply browsing. Costs can be high, but it may be worth a look.





## THE TEAM

**Publisher:** Mark Hinton  
**Editor:** David Stroud  
**Consulting Editor:** Andrew Korn  
**Production Editor:** Russell Trent  
**Art Editor:** Leanne Marples  
**New Media Editor:** Neil Bothwick  
**Technical Consultant:** Simon Archer  
**Contributors:** Francis Charrig, Chris Green, Richard Drummond, Kermit Woodall

## THE CONTACTS

All e-mail contacts are @amigactive.com...  
**General enquiries:** help Subs: subscriptions  
**Sales:** sales Advertising: advertising  
**News:** news Ask the Guru: guru  
**Feedback:** interactive Editorial Queries: editor

## THE MAILING LIST

Amiga Active has a couple of electronic mailing lists!  
 Low-traffic list carrying Amiga Active announcements:  
[www.egroups.com/subscribe/amigactive-announce](http://www.egroups.com/subscribe/amigactive-announce)  
 General discussion list for our readers:  
[www.egroups.com/subscribe/amigactive](http://www.egroups.com/subscribe/amigactive)

## THE SMALL PRINT

Amiga Active is published monthly by Pinprint Publishing Ltd, Systems House, 3-11 Spring Road, Bournemouth, Dorset BH1 4PZ, ENGLAND.

**Readers' Letters:** Letters to the Editor should be sent to the above postal or e-mail address. Letters should be clearly marked to *Interactive*. Technical queries should be addressed to *Ask the Guru*. We're sorry, but we can't guarantee a reply and can't promise to answer your question. Please don't send us SAE's - it's time, not postage that is the problem.

**Advertising queries:** If you are interested in advertising in Amiga Active, contact Mark Hinton at the above address to obtain our rate card and media packs. If you have had a problem with any of the advertisers in this magazine, write a letter (not an e-mail) to the above address, but mark the envelope "advertisement problem."

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[www.amigactive.com](http://www.amigactive.com)

## Amiga Active Christmas Menu

### Starter:

- News sorbet, sprinkled with toasted almonds.
- Rants and Raves with whipped cream.

### Main Course:

- ImageFX with roast potatoes.
- AmigaOS 3.9 in a creamy chicken & stuffing sauce.
- Voodoo3 with PCI side salad.

### Dessert:

- Knickerbocker glory in a Tao glass.
- Photogenics and biscuits.
- Coffee and Mints

*Dinner will be served*  
**Thursday 28th December 2000**

All sorts of information about the magazine can be found on our web site, at [www.amigactive.com](http://www.amigactive.com)

## Reserve a copy of Amiga Active magazine!

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**NOTE:** We can't promise anything, and everything is subject to change at the last minute whether we like it or not.



# Amiga Active Magazine

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# Petroactive

When people look back on the history of the Amiga, one name will stand out - and not just because nobody knows how to pronounce it.

**F**or almost 20 years, Petro Tyschtschenko has been a standard fixture in this industry. He started working for Commodore before the Amiga was conceived, survived two bankruptcies and three buyouts, and somehow managed to be a successful salesman for a company that hadn't manufactured a thing in half a decade. He is considered by Amiga users to be anything from a minor deity to a clown. He has variously amused, enraged and delighted the faithful and the industry. With the announcement of his retirement, he now steps into the pages of *Retroactive*.

When the history of the Amiga is written, Petro's name will appear prominently - quite probably on the cover, as he has claimed for years that getting such a book published would be his retirement bonus. Spend a while speaking to Petro and you'll know that he would be ideal for the task - he's a man of a thousand anecdotes. If that book ever gets published, I recommend you read the chapter dealing with the warehousing of Amiga components in the Philippines during the bankruptcy period, especially the bit where the Philippine army sent in the tanks.

## Saviour of the Amiga

Various people have claimed the title of Saviour of the Amiga - if not for themselves, then at least by common acclaim. Bill McEwen, Manfred Schmitt, Bill Buck, the appropriately initialised Jim Collas and probably a half dozen or so that we've since forgotten. Of course, none of these have

Petro has been with the Amiga for a long, long time...



to retain Amiga as a going concern after the close of Escom rather than breaking it up and selling the assets. His consummate salesmanship has, of course, helped - during the Gateway era, Gateway management were startled - shocked even - to find that Petro was able to generate a significant profit from Amiga International through sales of computer hardware that most companies would consider too out of date to sell. I'm sure Gateway's execs never thought it possible to sell tens of thousands of 2MB, 14MHz computers in the late nineties.

Petro has not always been seen as the good guy. There are those who have accused him of placing the sales of back stocks above the development of new hardware, suggesting that he held back the development of clones, for example, or that his enthusiasm for licensing was fired by short term gain rather than a solid strategy for developing the line. Others see him as light relief - and the concept of uncle Petro and his Boing-brand boxer shorts has certainly added to this feeling.

To give Petro his due, he has been a genius at developing product lines, whatever you personally might think of them. We can all joke about AmiCola and Boing badges, but

I always suspected he came within a whisker of being sacked for that one.

## Da Momentum

Petro has made an indelible mark on the period between the collapse of Commodore and today. He never experienced what would have been his dream - for Amiga International to take over the entire operation and produce the Workbench 4, PowerPC Amiga he has always dreamed of - but he certainly managed to "keep da momentum going." Nothing will characterise this period better than Petro standing up at Amiga shows to give speeches to his "Amiga friends," getting over-excited while announcing the theme band Annex or signing boing ball mouse mats. Amiga will have their work cut out keeping the place as much fun without him around.

So farewell then, Petro. Hopefully Amiga Inc. will find it in their hearts provide you with some more vowels for that surname as a golden handshake. We all wish you a happy retirement, or a wonderful new career selling ice to Eskimos, or whatever you wish to do. You will be missed.

Andrew Korn **A**

**"...the concept of uncle Petro and his Boing-brand boxer shorts has certainly added to this feeling."**

actually fulfilled the epithet (although Bill McEwen isn't out of the running yet). Petro is probably the only man who can legitimately make the claim, having held the company together through two bankruptcies, and most particularly persuading the bankruptcy courts

never forget that this is the man who produced a pricey limited edition signed Amiga wristwatch - and sold them all. This is also the man who baffled the Gateway execs into submission over OS3.5 and made sure H&P finally got the contract to go ahead, although

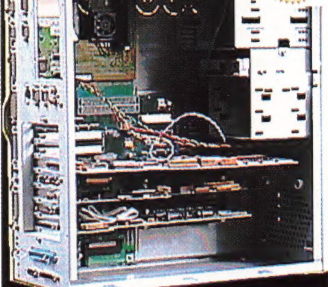




## Tower Options, Pre-built systems, Zorro 4 bundles and the Amiga OE Developer Systems

### EZTower and Tower accessories

**EZTOWER OPTIONS** - The EZTower-Z4 is the latest state-of-the-art tower specifically designed to take the A1200 Z4 expansion busboard.



The EZTower Mk5 is designed to take your A1200 and accessories and a full PC motherboard networked in the same box, ideal as a basis for the new Amiga OE development systems. The EZTower Mk5 has a single 3.5" drive with built-in faceplate whilst the Mk4 (which is still available) has two external 3.5" bays but no built in faceplate.

The EZTower Mk5 is also the preferred route for the new Amiga OE Developers

**EZTower-Z4** - showing Z4 bus & cards; 1 x SCSI, 2 x DB25, 4 x DB9/DB15HD & audio mixer knock-outs; 7 drive bays (5 external) & 7 aligned card slots (PSU removed for clarity)

System as it enables virtually seamless switching from Classic to NG Amiga and back using the same screen and keyboard. The EZTower Mk5 can also take a Blizzard PPC accelerator and associated BVision graphics card as well as a full ATX motherboard and expansion cards.

**EZTower Mk5** with 250W PSU, 6x 5.25" bays & 3x 3.5" bays, floppy drive cable & faceplate, LED adapter and full instructions. (62x42x19cm) **£89.95**

**EZTower-Z4** with 250W PSU, 3x 5.25" bays & 4x 3.5" bays floppy drive cable & faceplate, LED adapter and full instructions. (48x44x18cm) **£99.95**

### EZTOWER ACCESSORIES

**EZKey Mk2** Ribbon cable slot PC/Amiga keyboard adapter with free PC keyboard. 5pin DIN **£28.95**

**EZKey-SE/P** CIA-fitting PC keyboard adapter for A1200/A600/A4000. 5pin DIN socket **£24.95**

**EZKey-SE/A** CIA-fitting A4000 keyboard adapter for A1200/A600/A4000. 5pin DIN socket **£18.95**

**EZKey-SE/A/K** CIA-fitting A4000 keyboard adapter for A1200/A600/A4000 with A4000 k/b **£48.95**

**EZKey-XS** CIA-fitting PC/A4000 autodetecting keyboard adapter for A1200/A4000 with xMON control, infrared decoding for CDTV remote with full alphanumeric mapping, 4 x PC keyboard mappings, keyboard operated ATX PSU on/off control etc. 5pin DIN socket **£39.95**

**IR decoder head** int'l for above (cased +£5) **£14.95**

**CDTV IR remote** (full alphanumeric mapping) **£19.95**

**A4000 Keyboard** with 5pin DIN socket **£34.95**

**Engraved 'AMIGA' faceplate** for 5.25" bay **£5.95**

**EZTower audio mixer** for A1200/CDROM **£14.95**

**EZTower SCSI adapter** 60cm 4x socket **£19.95**

**2.5"/3.5"** & 44way/40w+4w bay adapter **£11.95**

**3.5"/5"** Zip/HD/FDD bracket/faceplate **£5.95**

### Z4 BUSBOARDS AND BUNDLES

**Z4-Bus** A1200 expansion busboard 5x Z2 slots, including 2 x high speed slots & video slot, 2x Z4 slots for future ultrafast cards, 4x clock ports and accelerator pass through connector **£99.95**

**Z4-Bus & CV64-3D** graphics card **£249.95**

**Z4-Bus & CV64-3D, AMON/F** **£289.95**

**Z4-Bus & CV64-3D, INSD2, AMON/F** **£339.95**

**Z4-Bus & CV64-3D, INFF2, AMON/F** **£369.95**

**Z4 Tower, Z4-Bus, PC k/b, EZKey-SE** **£199.95**

**Z4 Tower, Z4-Bus, CV643D, EZKey-SE** **£349.95**

### AmigaOne 1200 & 4000 & Predator PCI/AGP based Amiga expansions

The **AmigaOne 1200 & 4000** are 6xPCI + 1xAGP stand-alone G3/G4 boards capable of running the Amiga OE directly. These boards are designed to fit in Z4-busboard-compatible A1200 towers and in Eyetech/Elbox/Power A4000 towers. However both AmigaOne boards can optionally connect to the appropriate Amiga motherboard for access to Classic Amiga chipset hardware. In this mode - because it has access to all the Classic Amiga custom chips - the AmigaOne 1200/4000 can also be used to run the Classic Amiga OS & software with a very high degree of compatibility.

It is important to note that the A1200/A4000 'computer' now resides on the AmigaOne board - having direct high-speed access to all the AmigaOne's PCI/AGP peripherals, and only accessing the existing A1200/A4000 chipset (via the A1200 edge connector or the A4000 cpu connector) as and when required. Any existing 680x0 or PPC accelerator is entirely redundant, its function being carried out by the AmigaOne's G3/G4 cpu & memory. For this reason a pass-through accelerator slot on either the A1200 or A4000 version of the AmigaOne is completely pointless and therefore not included.

The AmigaOne 1200/4000 hardware is capable of running entirely hardware independent (retargetable) applications without an attached A1200 or A4000 motherboard.

The AmigaOne 1200/4000 will be available to developers in December 2000 with volume shipments starting in 1Q01.

The **Predator expansion boards** add PCI facilities to an Amiga 1200 (Z4-tower compatible version) or 4000 (Desktop version) equipped with a phase5/DCE PPC (or Cyberstorm Mk3) accelerator. These boards use the phase5 accelerator's local bus (ie its graphics card connector) - which is not itself a PCI bus - to give a high speed interface between cpu and PCI/AGP slots. This has been implemented by using a custom-designed 'northbridge' chip on the Predator itself. The Predator also makes use of other logic on the Blizzard/CyberStorm accelerator to interface to the Amiga motherboard's own custom chips & peripherals.

Using this local bus allows full linear addressing of the PCI/AGP cards within the cpu's address space, and allows busmastering and DMA to be implemented not just between PCI/AGP cards but between the cards and the accelerator card's onboard memory. This design does not require the use of any paging registers for data transfer between cpu and PCI board, and removes any contention between the lower speed A1200 edge connector bus (which is used exclusively for accessing the Amiga's onboard peripherals and chipset resources) and the high speed local bus (which is used exclusively for PCI/AGP access).

The A1200 Predator-SE has 4 x PCI slots. The A4000D version has 4x PCI slots, one of which shares its cardframe slot with a Toaster-compatible Z2/Z3/Video slot.

The Predator-Plus has 3 xPCI, 1 x AGP slots, and in addition has provision for an on-board G3/G4 cpu and SDRAM memory to provide a user-installable PPC accelerator upgrade. A Predator SE-to-Plus upgrade/trade in path will be available.

The first Predator boards are expected to ship in December 2000.

Please see our website news section for the latest news on these exciting new Amiga products.

**Z4 Tower, Z4-Bus, CV64-3D, A4000 k/b & adapter, AMON/F, EZVGA INFF Mk2** **£449.95**

plus time-of-purchase options

**Right angle PCMCIA adapter** **£25.00**

**Video slot enabler** for Picasso IV etc **£25.00**

**PortJnr** clockport-fitting fast serial i/f **£20.00**

### PRECONFIGURED A1200 EZTOWER-Z4 SYSTEMS

We've put together some pre-configured EZTower systems to suit different budgets and functional requirements - see the table below for configuration options. Alternatively if you want a brand new tower system at a rock-bottom price - and are happy to do the assembly work yourself - we've put together an EZTower-Z4, keyboard & i/f, an A1200 floppy disk Magic Pack bundle and full instructions for just £189.95!

### Other News for AmigaActive issue 15

#### ■ Eyetech's Christmas Sale starts early!

All orders over £150 (ex carriage) ordered and shipped during the month of December will have a 10% discount applied to prices in this AA15 advert. (Excludes ImageFx offer, below)

#### ■ AmigaActive ImageFx offer - last chance

ImageFx4 + PPC module with AA14 voucher **£99.95**

ImageFx4 + PPC v2/3 u/g with AA14 voucher **£59.95**

ImageFx4 PPC module with AA14 voucher **£24.95**

#### ■ Website online ordering now available - see www.eyetech.co.uk to select and place your order.

### Utility - Entry - M/M/Lv1 - EZTower TransAm



### Amiga DE Developer platforms

After detailed discussion with Amiga Inc we have specified four levels of authorised hardware to suit different budgets and intended development environments. Each is available in the stand-alone d'Amiga form (with three different case styles to suit the hardware), as the EZTower-TransAm model (Transitory Amiga system with the EZTower Mk4/5 case to take your existing A1200), and as upgrade kits for existing EZTower (not Z4) owners - for whom we also offer a collection, fitting and delivery service. An A1200-to-dev system integration pack is available, as is a preconfigured A1200 pack for TransAm purchasers wanting the Amiga side preinstalled.

### d'Amiga, TransAm & Upgrade Pricing

	Entry Level	Utility Developer	Multimedia Level 1	Multimedia Level 2
d'Amiga	£429.95	£599.95	£749.95	£1179.95
TransAm Twr	£499.95	£649.95	£799.95	£1229.95
EZTower u/g	£399.95	£549.95	£699.95	£1129.95

The first two hardware platforms are aimed at 'leisure' computing programmers, who wish to experiment in porting games, applications and utilities from the Classic Amiga platform to the Amiga OE. The multimedia platforms are ideal for commercial multimedia games and program developers who wish to work at the forefront of development under the Amiga OE.

NOTE: Only Amiga-approved developer systems come with 90 days of nominated-contact personal support from Amiga Inc and 12 months TrailBlazer intensively moderated web-based support, which is only otherwise available for an additional fee of £795 pa.

### AMIGA DE SDK

The Amiga SDK allows you to develop/port new applications and utilities which are binary compatible across a wide range of CPU's and other operating systems, which - even when 'hosted' - run faster than when optimised for the host OS directly.

**Amiga DE SDK - Linux** **£77.55**

**Amiga DE SDK - Windows** **£77.55**

**SDK purchased with EZDev** **£69.95**

**SuSE Linux 6.4 full retail pack**

with 2 manuals and 6 CD's **£29.95**



### Prebuilt EZTower-Z4 configurations

Configuration	Fully assembled	A1200 m/b	Timing fix	Fix Alice, CCRreset	A1200 MP s/w	Mouse	K/b i/f & k/b	HD size	CDROM speed	EZCD buf i/f	Accel & mem	Z4 busboard	CV64 gfx	INFF SD+FF	Mk2 Switcher	AMON	O/S Rev	Audio mixer	Port Jnr	Price inc VAT
DIY FDD Starter	-	Yes	-	-	Yes	Yes	PC	-	-	-	-	-	-	-	-	-	3.1	-	-	£189.95
Starter FDD	Yes	Yes	Yes	Yes	Yes	Yes	PC	-	-	-	-	-	-	-	-	-	3.1	-	-	£249.95
Productivity-Z4	Yes	Yes	Yes	Yes	Yes	Yes	PC	4.3GB	40x	Yes	'030/40+8	-	-	-	-	-	3.1	-	-	£399.95
Z4 Graphics	Yes	Yes	Yes	Yes	Yes	Yes	PC	-	-	Yes	'040/33+32	Yes	Yes	Yes	Yes	Yes	3.1	Yes	-	£589.95
Professional-Z4	Yes	Yes	Yes	Yes	Yes	Yes	A4000	17.2GB	48x	Yes	'040/33+32	Yes	Yes	Yes	Yes	Yes	3.5	Yes	Yes	£899.95
Time of purchase options:																				
		A4000 keyboard/adaptor +£20				Upgrade to EZKey-XS +£20			Video slot enabler (Picasso IV) +£25				PCMCIA right angle adapter +£25							

### Eyetech's No-Quibble Product Refund/Exchange Policy

With effect from the 31st October 2000 all Amiga products sold by us to retail consumers will come with a 7-day no-quibble exchange or refund option. This means that any consumer purchased Amiga any product can be returned to us within 7 days of the date of its original receipt for a full refund or credit against an alternative Amiga product. Goods must be returned in the condition in which they were received and any software products must be unopened and unused. Please note that outward and return shipping and credit card clearance charges (if any) are non-refundable.

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07000-426-442

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FAX: +44 (0)1642-713634

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http://welcome.to/amiga.world



## Accelerators and Memory

### BLIZZARD PPC & CYBERSTORM ACCELERATOR CARDS - The best way to futureproof your Classic Amiga

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210MHz 603PPC & '060 skt no SCSI	£239.95*
210MHz 603PPC & 68060/50 no SCSI	£389.95*

Add factory-fitted Fast SCSI-2 for just £60

CyberstormPPC 210MHz+'040/40+SCSI	£459.95*
CyberstormPPC 233MHz+'060/50+SCSI	£629.95*

Cyberstorm Mk3 68060/50+ SCSI-2	£459.95*
---------------------------------	----------

\*Estimated price - depends on £/DEM at time of shipping

### APOLLO 680x0 - The cost-effective way to boost your A1200's performance for gaming or internet. For Desktop or Tower systems.

1260/75MHz MMU (no FPU) 60 MIPS	£199.95
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1240/33MHz MMU & FPU 25 MIPS	£119.95
1240/28MHz MMU & FPU 21 MIPS	£99.95
1230/40MHz MMU/FPU 8 MIPS 1 simm	£49.95
1230/40MHz MMU/FPU 8 MIPS 2 simm	£59.95

NB A standard A1200 is rated at 1.3 MIPS

Fit 1230/40/60 2nd simm skt (tower only)	£20.00
--	--------

### MEMORY BOUGHT WITH AN ACCELERATOR

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32MB 72pin SIMM 60ns - double sided	£59.95
32MB 72pin SIMM 60ns - single sided	£69.95
64MB 72pin SIMM 60ns	£99.95
128MB 72pin SIMM 60ns	£189.95

## Storage Devices

### EIDE HARD DRIVES - All supplied partitioned and formatted with utilities installed and configured with WB3.0 or WB3.1 pre-installed.

21MB 2.5" HD starter drive for A600, SX32	£29.95
170MB 2.5" HD with free Magic Pack s/w	£44.95
260MB 2.5" HD with free Magic Pack s/w	£59.95
6.0GB ultraslim 2.5" HD for A1200, SX32	£179.95
4.3GB 3.5" IDE HD (max under <=OS3.1)	£79.95
8.4GB 3.5" HD for OS3.5, PFS or EZPC	£99.95
17.2GB 3.5" HD for OS3.5, PFS or EZPC	£139.95

### CDROM & CDREWRITER DRIVES & SYSTEMS - All bare drives require an EZCD buffered interface and CDROM software, and MakeCD for EZReWriters. External systems come cased with PSU, EZCD interface, ATAPI software and with 40 & 44 way data cables.

CDPlus-SE 32x external A1200 system	£69.95
CDPlus-SE 40x external A1200 system	£79.95
CDPlus-SE 48x external A1200 system	£89.95

Upgrade to a 200W MiniTower system - which can also power your A1200 - for just £19 (T-o-P only)

CDPlus-SE adjustable Amiga/CDDA mixer	£14.95
Bare 40x ATAPI CDROM mechanism	£34.95

EZReWriter 2x2x16 drive no MakeCD	£129.95
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EZReWriter 2x2x16 drive with MakeCD	£159.95
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EZReWriter-Gold external 2x2x16 with MakeCD, EZCD buffered interface, s/w, 40W PSU	£189.95
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The above configurations are also available with a faster 4x2x8 mechanism for just £20 extra

MakeCD TAO (P) CD recording software	£38.95
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### CD-RECORDABLE AND CD-REWRITABLE MEDIA - Half price when bought with an EZReWriter

10 x CDR (Gold disks) Branded 650MB	£19.95
Single CDRW ReWritable disk 650MB	£4.95

## Graphics, Scandoublers, xMON

### GRAPHICS CARDS

**BVision 8MB.** Simply the best graphics card currently available for your A1200. Needs PPC accelerator and filtered second powerfeed adapter. Stunning 24-bit 1600x1280@72Hz resolution. **£189.95**

As above bought with BlizzardPPC - deduct £10

**CyberVision 64-3D.** The most cost-effective Zorro-based graphics card available for your Amiga. Has 4MB, up to 1600x1280 resolution & up to 24-bit colour depth. Now available with AMON monitor autoswitcher to switch between CV64-3d and EZVGA Mk 2 internal scandoubler/flickerfixer depending on screen mode in use. (Bundle pricing below) **£169.95**

**CyberVisionPPC 8MB.** For A4000 with Cyberstorm PPC or CyberStorm Mk 3. Now in stock. **£199.95**

**Filtered powerfeed adapter.** For BVision/Blizzard PPC. Delivers +5v direct to these boards avoiding edge connector voltage drop and instability. **£14.95**

**SCANDOUBLERS/Flickerfixers - Required to display PAL/NTSC/Euro36 screen modes on a PC-type SVGA monitor. Models with flickerfixer give rock-steady displays on interlaced screens allowing twice the usable screen area. Internal models are xMON switcher compatible. No performance hit as with DBL and Productivity modes. For use in conjunction with a graphics card or on a stand-alone basis.**

**EZVGA-Mk2** compact external scandoubler with PLL technology upgradable to F/F (all Amigas) **£69.95**

**EZVGA-Plus** as above but with flickerfixer **£99.95**

**EZVGA-SE** external SD/FF (not for A4000) **£89.95**

**EZVGA-INS2 Mk2** fully internal A1200/A4000 scandoubler directly xMON switcher compatible **£59.95**

**EZVGA-INFF Mk2** as above but with full F/F **£89.95**

### AMIGA-(S)VGA CABLE ADAPTERS/CONVERTERS

**23M/15HDM** to use an Amiga Multisync Amiga monitor with an Amiga/PC graphics card/xMON **£14.95**

**23F/15HDF unbuffered** PC SVGA monitor to A1200 RGB for DBL & Productivity screen modes **£12.95**

**23F/15HDF buffered** PC SVGA monitor to A4000 RGB for DBL & Productivity screen modes **£14.95**

**9DM/15HDM** PC VGA - SVGA cable 1m **£9.95**

### xMON HIGH RESOLUTION MONITOR & KBD SWITCHES - Seamless monitor (& optionally keyboard) switching between AGA & graphics card on an Amiga, between two Amigas - or between an Amiga and a PC. BMON connects direct to a BVision or CyberVisionPPC; SMON to any other graphics card and AMON directly to a CV64-3D. Model AMON autoswitches depending on the screen mode in use. Other models are manually switched either by a front panel toggle switch or by a keyboard keystroke sequence. Standard models connect direct to EZVGA Mk2 internal SD/FF's. Adapters are available for external scandoublers or the Amiga 23pin RGB socket (for use with multi-sync monitors).

**BMON/F** for BVision/CyberVisionPPC & EZVGA internal Scandoubler Mk2 or SD/FF Mk2 **£39.95**

**SMON/F** for Ateo/Picasso/PC 15pHD graphics cards & EZVGA internal SD Mk2 or SD/FF Mk2 **£44.95**

**AMON/F** Autoswitching mechanism for CV64-3D & EZVGA internal SD Mk2 or SD/FF Mk2 **£42.95**

**xMON 'AGA'-SIDE ADAPTERS**

For 15pHD ext'l SD/FF specify xMON/V **+£4.00**

For Amiga 23p RGB specify xMON/A **+£4.00**

**xMON ADD-ONS/ACCESSORIES**

**KMON** dual output xMON-synchronous keyboard

sharing switch for 2xAmiga or Amiga/PC **£19.95**

**EZKey-SW/A** A4K keyboard adapter with keystroke operated xMON switch A1200/A4000 **£39.95\***

**EZSwitch** keystroke operated xMON switch for A1200/A4000 (clips on A1200 CIA U7) **£29.95\***

**EZKey-XS** multifunction A1200 A4K/PC k/b adapter with keystroke/infrared control of xMON **£39.95**

\* Deduct £10 as a time-of-purchase upgrade with an xMON

### GRAPHICS CARD,SD/FF, xMON BUNDLES - See also Z4 busboard and EZTower-Z4 bundles below.

**BVision + BMON/F** (manual switch) **£224.95**

**BVision + BMON/F + EZVGA INS2** **£279.95**

**BVision + BMON/F + EZVGA INFF2** **£309.95**

As above bought with BlizzardPPC - deduct £10

**CV64-3D + AMON/F** (auto switch) **£199.95**

**CV64-3D + AMON/F + EZVGA INS2** **£259.95**

**CV64-3D + AMON/F + EZVGA INFF2** **£279.95**

## SVGA Monitors and SD/FF bundles

**HIGH QUALITY SD/FF-COMPATIBLE MONITORS WITH ON-SITE MAINTENANCE - Monitor resolutions are usually quoted as the maximum resolution at the lowest vertical scan rate. Higher scan rates are available at lower resolutions. A rate of at least 72Hz is recommended to avoid eye strain. All our monitors have digital controls and auto scan rate detection. Note that some PC monitors may not work correctly with Amiga scandoubler/flickerfixers.**

**15" SVGA 0.28DP** 1024x768@60Hz **£119.95**

**17" SVGA 0.27DP** 1280x1024@60Hz **£179.95**

**17" SVGA 0.25DP 160MHz** video bandwidth, 1600x1280@75Hz Diamondtron super definition tube.

Highly recommended for BVision users **£299.95**

**Special Purchase: 19" SVGA 1600x1200@75Hz high spec monitors - limited stock - just £249.95**

**Special Offer: 30% off the price of EZVGA-Plus SD/FF (15% off other SD/FF's) purchased with any of the above monitors.**

We also have a few brand new 15" digital monitors available with restricted SD/FF compatibility (but fine for Productivity mode/graphics cards/PCs) for just **£79.95**. Please ring for details.

## A1200 Expansion & Zorro Cards

**A1200 FLOPPY & EIDE BUFFERED INTERFACES - Please note all the A1200 EIDE interfaces supplied by us are fully buffered on both data and control lines, which is not the case with some other interfaces. This is especially important as it protects the main A1200 data bus from electrical noise and/or damage from connected hard drives and CDROMs. The Mk4 interface is recommended for higher performance systems (ie 1230/50MHz and above) as its AIPD technology gives faster acting control signals than is provided by other designs. The EZDFO interface allows a standard PC floppy drive to be used as DFO in a tower system. The Mk2 Catweasel allows such a drive to read and write in standard and high density Amiga and PC formats. The IDE-Plus combines a Mk2 Catweasel and three IDE/ATAPI channels (6 devices) in a single Zorro2 card.**

**EZCD Mk4** 4-device fully buffered interface with AIPU technology. With A1200 CDROM s/w **£28.95**

**EZCD XL** 4-device fully buffered interface. Comes with unrestricted A1200 CDROM s/w **£14.95**

for 3-conx40w cable & 2-conx44w cable **+£10.00**

for EZIDE ATAPI HD/CD/ZIP/LS120 s/w **+£10.00**

**EZIDE Software** ATAPI HD/CD/ZIP/LS120 EIDE enhancement software **£34.95**

UK NEXT DAY\*/USA 2-7 DAY\*

INSURED DELIVERY CHARGES

OS 3.5, S/W, Cables, EZCD I/F = £3/£10

2.5" HD's, Accel'tors, Manuals = £7/£18

3.5" HD's, FDD's, PSU's, SX32 = £9/£25

CDPlus, Scanners = £11/£Quote

EZTW, EZPC, Monitors = £15/£Quote

Tower with monitors = £23/£Quote

\* FROM DATE OF DESPATCH

## HIGH SPEED SERIAL AND PARALLEL PORT EXPANSION COMPATIBILITY

Board Type	Chip Type	Price Alone	Price Bundle	Serial Ports	Serial Speed	Serial Cache (B)	Parallel Ports	Par Scnr/ Zip driver	A1200 Clk pt	Z4 bus Clk pt	Clockup Port 0	Clockup Port 1-3	Surf-XS Clk Pt	Surf-XS IDE+ Hdr	Z2/3/4 Slot
PortJnr	'650	£24.95	£20	1	460KBd	64	-	-	Yes	Yes	Yes	-	Yes	-	-
SilverSurfer	'550	£24.95	-	1	460KBd	32	-	-	Yes	Yes	Yes	-	Yes	-	-
IOBlix-12S	'650	£39.95	-	1	1.5MBd*	64	-	-	Yes	-	Yes	Yes	-	-	-
IOBlix-12P	'C36	£49.95	-	-	-	-	800KB/s	Yes	Yes	-	Yes	Yes	-	-	-
PortPlus	'553	£69.95	£50	2	460KBd	64	800KB/s	-	Yes	Yes	Yes	-	Yes	-	-
GoldSurfer	'552	£49.95	£40	2	460KBd	32	800KB/s	-	Yes	Yes	Yes	-	Yes	Yes	-
Hypercom3+	'552	£49.95	£40	2	460KBd	32	800KB/s	-	-	-	-	-	-	-	Yes
Hypercom4+	'552	£79.95	£70	4	460KBd	32	2x800KB/s	-	-	-	-	-	-	-	Yes
IOBlix-Z2+	'650/C36	£119.95	-	4	1.5MBd*	64	2x800KB/s	Yes	-	-	-	-	-	-	Yes



**EZIDE upgrade** from competitive product **£14.95**  
**Catweasel MkII** Universal IDE or clockport fitting  
HD/DD Amiga/PC floppy disk controller **£49.95**  
**EZ-DF0** To use a PC FDD for DF0 (880KB) **£9.95**  
**IDE-Plus** Zorro2/3/4 card with built in Catweasel  
Mk2 controller & 6xIDE/ATAPI hard drive/CDROM  
controller and connector for GoldSurfer **£69.95**  
**Sony FDD** 880/1.76MB high quality PC FDD **£19.95**  
**A1200/A600** original FDD (no faceplate) **£19.95**  
**EZDF0, 34 way cable & SonyFDD** **£29.95**  
**Catweasel MkII, cable & SonyFDD** **£64.95**

**CLOCK PORT FITTING I/O INTERFACES** - Clock port\*  
interfaces can provide some of the most cost-effective expansion  
routes available to A1200 users, particularly now additional clock  
ports are available on the Z4 busboard, the Surf-XS and via the  
ClockUp A1200 clock port expander. However some care is need-  
ed as not all clock port devices can be used on all possible clock  
ports. Please see the compatibility table in this advert for details.  
Note that for technical reasons sound cards can only be used  
DIRECTLY on the original motherboard clockport. (\* the 22 right-  
most pins of P9B)

**PortJnr Mk2** 460Kbd serial interface with 64 byte  
FIFO buffer for low CPU overhead - **£24.95**  
**IOBlix 12S** 1.5Mbps serial i/f with 64 byte FIFO  
buffer. (Current driver to 460Kbd only) - **£39.95**  
**IOBlix 12P** EPP parallel port 800KB/s with parallel  
Zip drive & Mustek 600CP scanner drivers - **£44.95**  
**PortPlus Mk2** 2x460KB serial (64 byte FIFO) +  
1x800KB parallel interface for printer **£69.95**  
**SilverSurfer** 460Kbd serial interface with 32 byte  
FIFO buffer **£24.95**  
**GoldSurfer** 2x460KB serial (32 byte FIFO) +  
1x800KB parallel interface for printer (also fits as an  
expansion on the Surf-XS Z2 ethernet card and the  
IDE-Plus Z2 HD floppy + IDE controller) **£49.95**  
**ClockUp** 4-way clock port expander for the A1200  
motherboard clock port **£19.95**  
**Prelude 1200** high quality full-duplex sound card  
for A1200 DT console only **£129.95**  
**Prelude A1200 tower** with right angle clockport  
connector and tower I/O bracket **£149.95**

**Zorro 2/3/4 Cards** - See also graphics and EIDE cards above

**HyperCOM3i+** 2x460Kbd serial (32 byte FIFO) +  
1x800KB parallel interface for printer **£49.95**  
**HyperCOM4i+** 4x460Kbd serial (32 byte FIFO) +  
2x800KB parallel interface for printer **£79.95**  
**IOBlix Z2** - 4x1.5Mbd serial (64 byte FIFO) + 2x  
EPP port (with parallel Zip & 600CP scanner driver  
compatibility - needs ScanQuix5 software) **£119.95**  
**Surf-XS** SANA II ethernet card with UTP/BNC con-  
nectors, 2x dual IDE ports (needs IDEfix2000), 2x  
clock ports, GoldSurfer 2xS+1xP connector (see  
'Networking' below for bundles) **£79.95**  
**Hydra Z2** SANA II ethernet card BNC **£99.95**  
**Prelude Z2** 16 bit full duplex sound card (limited  
availability) including samplitude s/w **£189.95**

#### EXTERNAL AMIGA AUDIO INTERFACES

**MIDI-Plus** Optically isolated serial port MIDI inter-  
face for all Amigas with Octamed SS s/w **£24.95**  
**EZ-Sample** 8-bit variable sensitivity stereo 100Mhz  
parallel port sampler with Octamed SS s/w **£29.95**

#### PS/2 Mouse and Trackball adapter

**EZMOUSE** - Hardware-only PS/2 mouse/trackball to Amiga  
mouse adapter. Supersmooth action compared to the older serial  
mice adapters. Comes with software to support 3-button, 4-button  
and wheeled mice and trackballs.

**EZMouse** PS/2 to Amiga converter **£19.95**  
**EZMouse** + 3 buttoned mouse **£27.95**  
**EZMouse** + scroll mouse **£29.95**  
**EZMouse** + cordless scroll mouse **£59.95**

#### Amiga to Amiga & PC Networking

**HIGH SPEED ETHERNET NETWORKING** - All our ether-  
net networking products - from the PCMCIA ethernet card for the  
Amiga at £44.95 to the top of the range Surf-XS card - now come  
complete with the 5-click EZNet Amiga-Amiga & Amiga-PC net-  
working software (Amiga TCP/IP s/w - eg Genesis or Miami - is a  
prerequisite).

Bundles are available for networking A1200/A600's (via PCMCIA),  
Zorro equipped systems (via Surf-XS) and PC's (via PCI card). A  
push-on CC\_RESET fix adapter is available to correct the Gayle  
chip fault present on all A1200's.

Our minihub allows you to network up to 8 computers via straight  
UTP cable with an additional BNC connector for adding a server,  
internet router or ASDL modem to your network.

**Surf-XS** SANA II Ethernet card with UTP/BNC con-  
nectors, 2x dual IDE ports (needs IDEfix200), 2x  
clock ports, GoldSurfer 2xS+1xP connector **£79.95**  
**Surf-XS+PC** PCI ethernet cards with 3m of crossed  
UTP cable & Eyetech EZNet software **£99.95**  
**Surf-XS + PortJnr Mk2** 460Kbd serial **£99.95**  
**Surf-XS + GoldSurfer** 2 x 460Kbd serial & 1 x  
800KB/s parallel expansion interface **£119.95**  
**SurfCard** ethernet card (UTP) with Eyetech EZNet  
software & CC\_RESET instructions **£44.95**  
**2 x SurfCard** PCMCIA ethernet cards with crossed  
3m UTP cable, Eyetech EZNet software **£89.95**  
**SurfCard+PC** PCI ethernet cards, 3m crossed UTP  
cable & Eyetech EZNet software **£69.95**  
**MiniHub-8** 5xUTP + 1xBNC network links **£39.95**  
**3m UTP cable** (crossed/straight - specify) **£9.95**

#### NETWORKING SOFTWARE & ACCESSORIES

**CC\_RESET** Push-on Gayle reset fix **£14.95**  
**CC\_RESET** purchased with SurfCard **£7.50**  
**EZNet** 5-click installer for Samba & NetFS **£14.95**  
**Genesis TCP/IP** software (needs WB3.0+) **£24.95**  
All A1200 PCMCIA ethernet cards need the  
CC\_RESET fix to ensure reliable operation

**SERIAL NETWORKING** - for occasional Amiga-Amiga &  
Amiga-PC file transfer.

**2m null modem** cable (no software) **£9.95**  
**10m null modem** cable with TwinExpress PD Amiga  
to Amiga/PC networking software **£19.95**

#### Dial-up Communications

**NETCONNECT-3 INTERNET BUNDLES** - All you need  
to get on the internet with your 6MB+, WB2.1+ Amiga

**EZSurf** bundle comprising Dynalink 56Kbd voice /  
data / fax modem, award-winning NetConnect-3  
internet software, free internet access (0845 lo-call  
charges only) with web retrievable email. **£99.95**

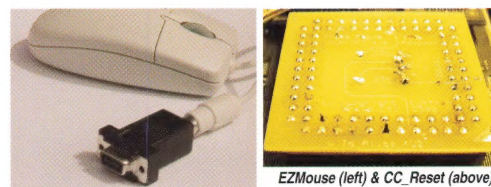
#### TIME OF PURCHASE OPTIONS

**ISDN** Home Highway terminal adapter (instead of  
modem) **+£20.00**  
**PortJnr Mk2** - high speed 400Kbd serial port for  
A1200 clock port **+£20.00**  
**PortPlus Mk2** (2 x high speed serial + 1 x high  
speed parallel) for A1200 clock port **+£50.00**  
**HyperCOM3i+** (2 x high-speed serial + 1 x hi-  
speed parallel) for Zorro Amigas **+£40.00**  
**HyperCOM 4i+** (4 x high-speed serial plus 2 x high  
speed parallel) for Zorro Amigas **+£70.00**  
**STFax-4** Amiga fax & voice mail software **+£30.00**

#### Digital Imaging

**SCANNER BUNDLES** - Parallel and SCSI bundles for  
desktop and towered A1200 systems

**Parallel bundle** Mustek 600 CP A4 flatbed scanner,  
IOBlix-12P high speed parallel EPP port (fits on clock



EZMouse (left) & CC\_Reset (above)

port), ScanQuix5 award-winning Amiga software (&  
PC & MAC scanner software), 25D-M to 25D-M scan-  
ner cable. No other interfaces needed **£139.95**

**SCSI bundle** A4 flatbed Scanner, ScanQuix5 award-  
winning Amiga software (PC SCSI card and scanner  
software included) and SCSI-1 cable. **£139.95**

**Classic Squirrel** SCSI PCMCIA interface with 50F-  
50F cable adapter bought with above **£39.95**

#### Application and System Software

##### OPERATING SYSTEM SOFTWARE & A1200 ROMS

**Amiga OS3.5** A modern operating system for  
Classic Amigas on CDROM. Requires 3.1 ROMs.  
Documentation in HTML on the CD. **£34.95**  
**OS3.5 + A1200 3.1 ROMs bundle** **£54.95**  
**OS3.5/A1200 ROMs/Magic Pack s/w** **£69.95**  
**Magic Pack** software (OS3.1+) with Wordworth,  
DataStore, TurboCalc, Organiser, Photogenics,  
PPaint, Whizz & Pinball. Printed manuals. **£24.95**  
**OS3.1 or OS3.0** operating system disks **£9.95**  
**OS3.1/A1200 3.1 ROMs**, printed manuals **£39.95**  
**OS3.1 Magic Pack** upgrade set with ROMs. As  
above + full Magic Pack software & manuals **£49.95**  
**CDPlus-SE 32x** external CDROM purchased with  
OS3.5 or OS3.5 bundles. Special price. **£59.95**

**APPLICATION SOFTWARE** - The very best serious and pro-  
ductivity software available for your Classic Amiga.

**Scala MM400** The best Amiga presentation soft-  
ware which can also be used for video titling **£54.95**

**Scala MM400 upgrades** from MM300 **£34.95**

**EMC Phase4** Scala backgrounds & fonts **£14.95**

**TV Text Professional v2** Video titling software  
with comprehensive reference manual **£49.95**

**Ultraconv 4** Comprehensive image and animation  
conversion program. With batch facility & PPC  
enabled for even faster operation **£24.95**

**ImageFX4** The ultimate image manipulation and  
animation package for Classic Amigas **£99.95**

**ImageFX upgrade** from Version 2 or 3 **£59.95**

**ImageFX PPC** module for faster operation **£49.95**

**ScanQuix5** comprehensive multi scanner support-  
ing software for Classic Amigas on CDROM **£54.95**

**PhotoScope** scanner software for UMAX SCSI scan-  
ners including ArtEffect 1.5SE image s/w **£34.95**

**TurboPrint 7.1** Print driver software **£38.95**

**Turboprint 7.0x to 7.1** update **£14.95**

**Turboprint 6 to 7** upgrade **£18.95**

**Cybergraphics V4** RTG s/w for gfx cards **£24.95**

**Cybergraphics V4** bought with gfx card **£20.00**

**Samplitude LE** multitracking audio full duplex sam-  
pling, editing & effects software **£49.95**

**Samplitude Opus** As LE with realtime filters, virtu-  
al projects (original samples unchanged) **£149.95**

**MakeCD TAO-P** Amiga CDROM burning s/w **£38.95**

**NetConnect-3** Internet software suite **£49.95**

**NetConnect-3** upgrade from version 2 **£34.95**

**STFax4** Comprehensive fax & voicemail s/w **£34.95**

**STFax4** upgrade from version 3 **£24.95**

**Genesis TCP/IP** software (needs WB3.0+) **£24.95**

**CamControl** Serial download software for Kodak,  
Fuji, Minolta, Mustek, Casio & Olympus **£24.95**



# SO THE WORLD MAY KNOW

**Begin exploring  
the new AmiVerse**

This SDK is a good first look at the architecture and framework of the new Amiga Operating System.

It is designed to introduce Virtual Processor (VP) coding: the language of choice for the new Amiga OS. With it, developers can begin creating tools to aid themselves and others in porting and creating applications.

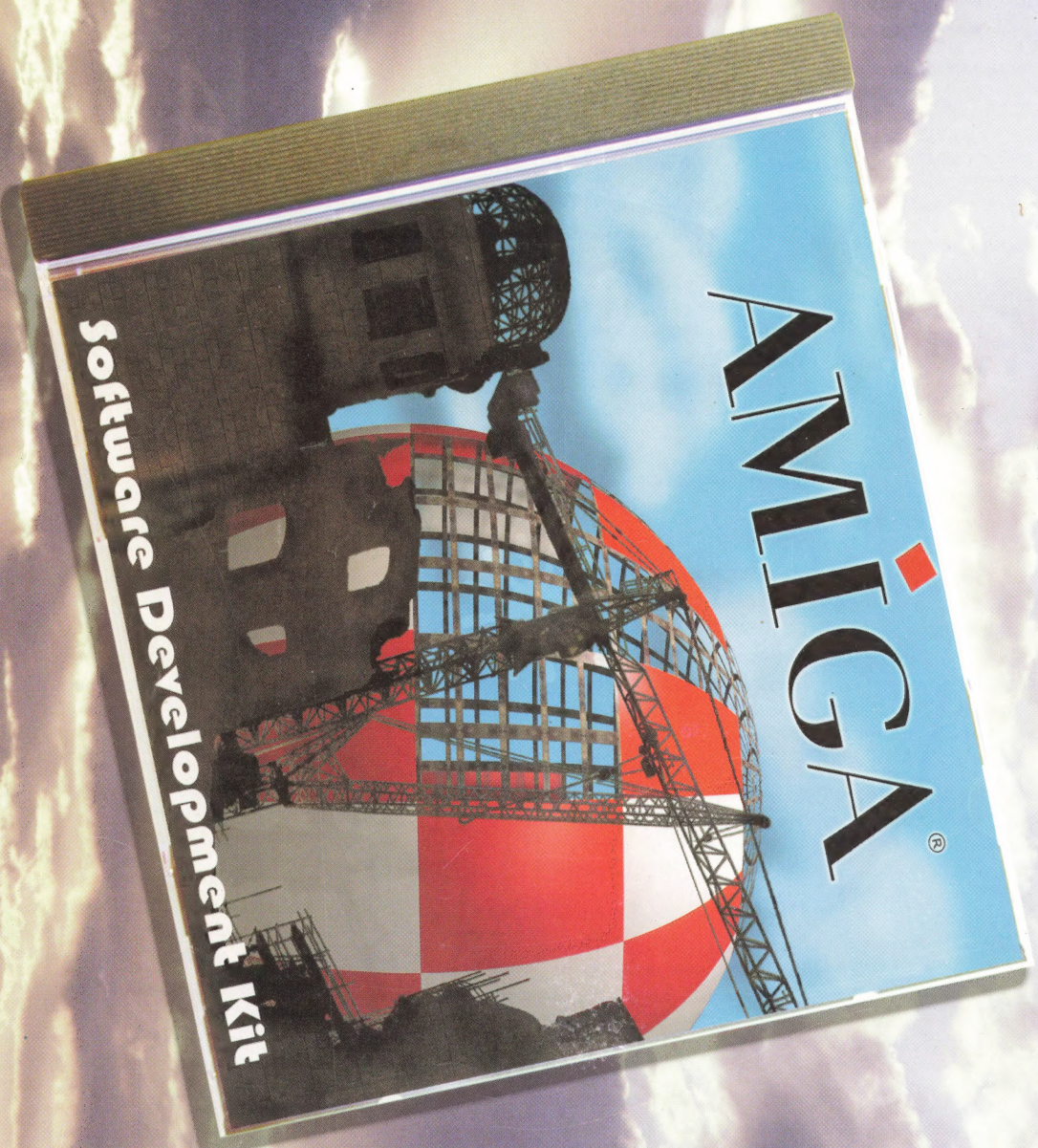
Today, you can shape the Amiga of tomorrow.

**System Requirements:**

- A compatible AMD or Pentium Processor based personal computer.
- Red Hat Linux 6.1 running XFree86
- 32 MB of RAM (64 recommended)
- 100 MB of hard drive space.

Developers may contact Amiga Inc. by phone at the **Amiga support line: +1 425-396-5640** or get more information at <http://www.amigadev.net>

Some portions of the AmigaDev site will be under NDA. If you wish to obtain an NDA, simply e-mail your request to [developer@amiga.com](mailto:developer@amiga.com)



# AMIGA®